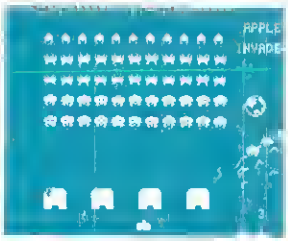

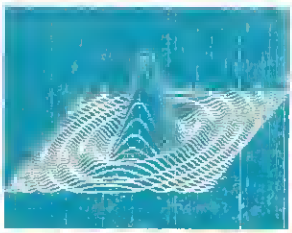

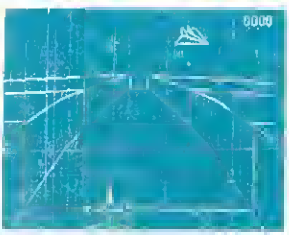

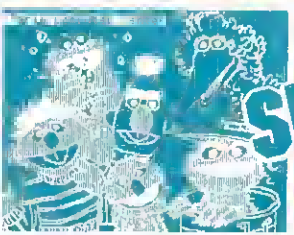

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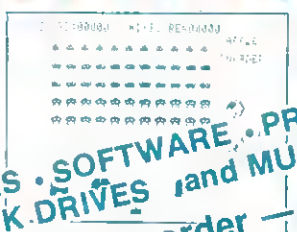

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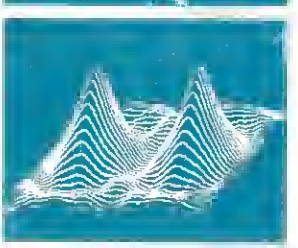

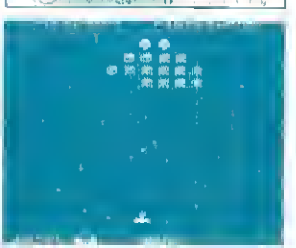

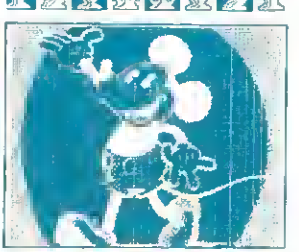

#595 - 1981

Illustrations done on
EPSON MX-70 printer from Apple Screens

Welcome to the world of SIMUTEK. In these pages you'll find hundreds of special products for your personal or business Microcomputers. SIMUTEK wants to be YOUR COMPUTER STORE, whether you're in Arizona, Australia, Alaska or Algeria!! If you want FAST, RELIABLE and HONEST service, CALL SIMUTEK! Our thousands of satisfied customers order again and again from us for a reason!

We have no "hidden" costs in our catalog. Just pick out the items, add the shipping costs and send us the payment or CALL TOLL FREE TO ORDER (With credit cards or C.O.D.)

We ship within 2 working days on items in stock. (Yes, we have most of the items in stock when you need them!)

Because of new products coming on the market everyday, please feel free to call us TOLL FREE if you need something not listed on these 100+ pages. We're adding new lines all the time!

If you're in Tucson, stop by our showroom for a demonstration of all these products. We have experienced sales people to help you with software and hardware decisions. If we don't have something you need we'll get it for you. (Sometimes, if it doesn't exist, we'll make it!)

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Damage:
Claims must be made within 3 working days of receipt of product. All returns MUST get a return authorization BEFORE returning: must be made to Customer Service Department. **602-323-9391.**

Prices:
Prices and specifications are subject to change without notice. We are not responsible for typographical errors.

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SIMUTEK limits the liability of warranty to the repair or replacement (our option) of a defective product and can assume no responsibility for the way the items are used. Software items will be replaced on a direct exchange basis, if they are found to be defective within 10 days of receipt. Hardware products carry the warranty listed in the product description. No other warranty is assumed.

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If there are products you want but are not listed in this catalog, please call us, because we're adding new lines all the time.

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Simutek Computer Bookstore

YOUR FIRST COMPUTER: What does the blasted machine do for me??? This book answers that question and more for beginning computerists. If you're not the type to jump in feet first, read this book before buying a computer! Shipping weight 2 pounds.

Cat. # BF1 ..... **7.95**

LEARNING LEVEL II BASIC: This book by David Lien is a must for all serious TRS-80 Model I and Model III as well as PMC-80 users. It takes you step by step through each of the programming commands in an easy to understand format. Simutek rates this book AAA. Shipping weight 2 pounds.

Cat. # BLVII **15.95**

BASIC HANDBOOK: By COMPUSOFT PUBLISHING. This book helps you figure out BASIC listings from other types of computers and allows you to translate them into your computer's BASIC. A must book when trying to type in BASIC programs from magazines etc. Shipping weight 2 pounds.

Cat. # BBHD **15.95**

MICROSOFT BASIC DECODED: This book from IJG is a real timesaver for programmers with PMC/TRS-80 computers. It explains "in detail" all the workings in Microsoft's LEVEL II BASIC ROMS. Including detailed descriptions of the disk I/O features, Subroutine calls, Graphics locations and many other features. KNOW YOUR ROM!! Shipping weight 2 pounds.

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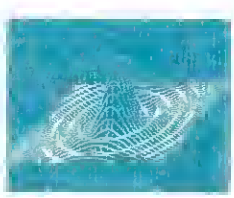
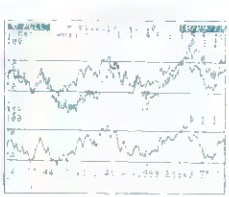
Cat. # BDMST **22.00**

THE CP/M HANDBOOK (WITH MP/M): This book describes all the mysteries of the CP/M system and is an easy to use Reference Manual, much easier than the standard version. Also covers the MP/M system. Shipping weight 2 pounds.

Cat. # BCP/M **13.95**





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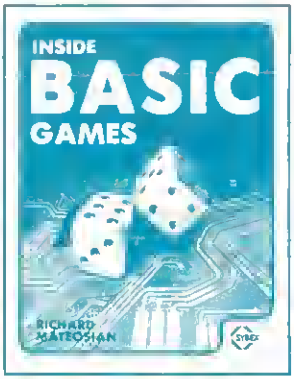

INSIDE BASIC GAMES: This book is for everyone who wants to learn to write BASIC programs and have fun doing it! Games are used for programming examples because they represent all of the techniques used in Business, Education, Simulations etc. All programs in this book are written in MICROSOFT'S BASIC and can be run on most small computers like TRS-80, APPLE Etc. Shipping weight 2 pounds

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PROGRAMMING THE Z-80: A must book for those interested in learning Z-80 machine or Assembly language. The Z-80 is the CPU in TRS-PMC-80, NORTHSTAR, SORCERER and SINCLAIR COMPUTERS. Great place to start your trek into SUPERFAST PROGRAMMING. Shipping weight 2 pounds.

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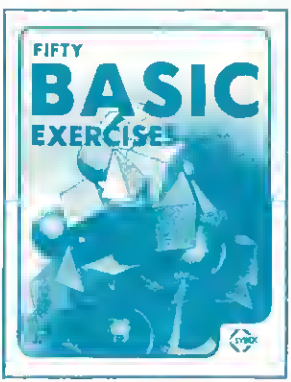

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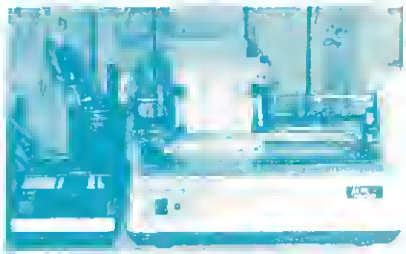
Printers For All the Popular Computers

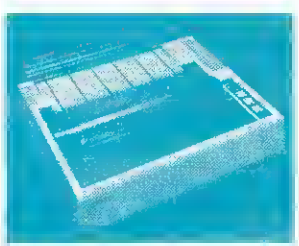
Okidata Microline-80



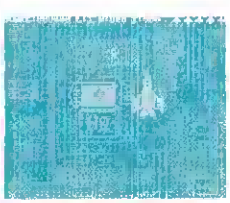
The Okidata Microline 80 is of the highest quality and sturdiest manufacture. It is one that is made to be of industrial quality! The Okidata Microline printers have 40, 64, 80, 96, 132 column widths, friction and pin feed and optional tractor feed! It comes standard with parallel hookup and can be interfaced to all popular computers like the TRS-80, PMC-80, Apple, etc. These printers come standard with the TRS-80 and PMC-80 graphic characters. Anything you can do on the screen can be done on the Okidata! Optional Apple Graphic Screen Dump Software & Hardware available.

Cat. # OK180 Okidata Microline 80 ..... **15 lbs** ..... LOOK!!! **449.00**
Cat. # OKITRC Okidata Microline 80 w/tractor feed ..... **16 lbs** **520.00**
Cat. # OKIAPP Okidata Apple Graphics Dump Option ..... **2 lbs.** **89.00**
Includes cable and software on disk. Requires Apple parallel printer card.
Cat. # APPCD Apple Parallel Interface Card ..... **1 lbs** **89.95**
Cat. # APPCBL Apple Parallel Interface Cable (requires card) ..... **1 lbs** **29.00**
Cat. # OK82 Okidata Microline 82 Printer ..... **18 lbs** **649.00**
80 cps bi-directional. Upper-Lower case. Serial & Parallel.
Cat. # OK83 Okidata Microline 83 Printer ..... **32 lbs** **949.00**
120 cps bi-directional. U/L case. Serial & parallel.
Comes with tractor and pin feed. Allows 14-1/2 in. paper
Will print up to 250 characters across!! Unlimited duty cycle.
Both the 82 and 83 use the same cables as the Microline 80.
Cat. # TRSCB1 Cable for TRS-80/PMC-80 Exp. Int./Mod III ..... **1 lbs** **39.00**
(Please specify if Model III)
Cat. # TR5CB2 Cable for Model II TRS-80 Computer ..... **1 lbs** **39.00**

Epson MX-80 Printer SUPER BUY!!!



The Epson MX-80 printer is a Word Processing quality printer. It's 9x9 dot matrix gives a crisp clean printout. It has 80 or 132 column printout and will allow double printing and enhanced printing (or both together!), to give you characters that are as solid as that from a typewriter!! 80 cps bi-directional with FULL SHORT LINE LOGIC SEEKING! Full TRS-80 graphic character set. Vertical and horizontal tab control. Bell. Solid design and ultra high reliability! This printer features a replaceable



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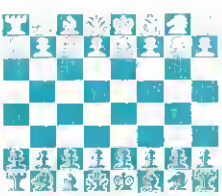

printhead for only $49. The Apple Graphic's option will also work on the Epson as well as the Okidata. The Epson MX-80 comes with adjustable tractor feed only. (No friction feed). THIS PRINTER HAS TRUE LOWER CASE DESCENDERS!

Cat. # EPSONFT Epson MX-80 FT ..... 17 lbs 635.00
(Epson with Friction & Trac.)
Cat. # EPSONMX Epson MX-80 Printer ..... 17 lbs 519.95
Cat. # EPHEAD Epson MX-80 Print Head ..... 1 lbs 49.00
Cat. # EPGRAX Epson MX-80 Dot Graphics Option ..... 1 lbs 99.00
Cat. # EPSONTX Epson MX-70 ..... 18 lbs 419.95
(Epson MX-70 comes with DOT GRAPHICS!)
Cat. # FRICT Friction Feed Kit for MX-80 or MX-70 ..... 2 lbs 59.95
Cat. # MX-100 - MX-100 Printer ..... 32 lbs 949.95

Centronics Printers

Cat. # CEN730P Centronics 730 Printer with parallel port 749.00
Cat. # CEN730S Centronics 730 Printer with aerial port ..... 19 lbs 839.00
(See Okidata (parallel) or Diablo (serial) sections for cables)

The 737 is a low priced dot matrix printer with correspondence quality printout!!! Same as the Radio Shack LP IV Printer for much less!

Cat. # CEN737P Centronics 737 Printer with parallel port 795.00
Cat. # CEN737S Centronics 737 Printer with aerial port ..... 19 lbs 949.00

— Call About $150 Rebate on 737!!! —

Diablo Printers

The highest quality word processing printers on the market! Get letter quality printout.

Cat. # DIAB164OR Diablo Model 1640/RD with tractor ..... 34 lbs 3495.00
Cat. # DIAB164OK Diablo Model 1640/KSR (keyboard) w/tractor . 43 lbs 3995.00
Cat. # DIAB165OR Diablo Model 1650/RD with tractor ..... 34 lbs 3695.00
Cat. # DIAB165OK Diablo Model 1650/KSR (keyboard) w/tractor . 43 lbs 4195.00

— LOOK AT THIS PRICE!! —

Cat. # DIAB63OR Diablo Model 1630 with tractor feed! ..... 34 lbs 2695.00
Cat. # SERMF Male to female serial RS-232 cable ..... 1 lbs 42.95
Cat. # SERMM Male to male serial RS-232 cable ..... 1 lbs 39.95

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Cat. # NEC551OR NEC Spinwriter with tractor feed ..... 34 lbs 2995.00
Cat. # NEC551OK NEC Spinwriter KSR (keyboard) w/tractor .... 44 lbs 3495.00

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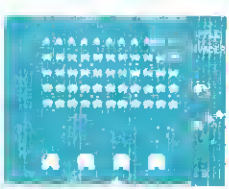
(For Epson, Okidata, Centronics etc.)

ESF:
Cat. # ESFSPTR ESF Universal Stand and Paper Tray ..... 10 lbs 94.95



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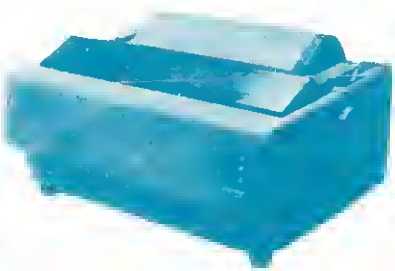
If You Can Wait a Minute We Can Save You a $1,000.

C-ITOH Daisy Wheel Printer: Starwriter!

Introducing the new STARWRITER DAISY WHEEL PRINTER. We use 'em here at Simutek because for the price you can't beat 'em. This is a real LETTER QUALITY PRINTER which prints at 25 or 45 characters per second. Allows forms width of 14½ inches friction feed and/or optional tractor feed. Comes with standard inked ribbon and may also use a high quality carbon ribbon for extra clear, copy quality printouts. This machine is made for heavy duty use and is a very attractive office addition. We guarantee satisfaction. WHY PAY MORE? Excellent for use with WORDSTAR, SCRIPSIT, WORDPRO, EASYWRITER and all other wordprocessing programs. PITCH MAY BE SET AT 12 OR 10. At 25 CPS it may take a minute or so longer than a Diablo but the printout is just as good. For saving $1,000 or so we think it's worth it.



Cat. # S1DWP Starwriter 25 CPS Printer ..... **48 lbs** **1795.00**
Cat. # S2DWP Starwriter 45 CPS Printer ..... **48 lbs** **2095.00**
Cat. # DWPTC Tractor Feed Option for above ..... **18 lbs** **249.95**
Uses Same Cable as Okidata, or Epson Printers (Parallel)

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PMC-80 Computers!!!

Radio Shack's withdrawal of the popular Model I from the field left an open market for the already popular PMC-80 to take over sales in all areas previously populated by the TRS-80. The PMC-80 is fully compatible to the TRS-80 both in software and operations and offers a number of unique extras!

Cat. #	Description	Weight	List	Simutek Price
PMC	PMC-80 Computer	18 lbs.	675.00	599.00
PMC+	PMC-80 with Leedex-100 Video Monitor	12 lbs.	834.00	739.00
PMOD	PMC-80 to TV RF Modulator (UHF CH.33)	1 lbs.	N/A	39.95
PUC	Upper lower case option (we install)	1 lbs.	75.00	75.00
EXP100	Expander 100 32K Mem, Disk controller, parallel interface and all cables	15 lbs.	730.00	499.95

See prices for disk drives etc. elsewhere in catalog.

SYSTEM 1: PMC-80 FOR THE HOME

You may use this PMC-80 with your own TV to play games, write programs, do home finance calculations, learn programming in machine language or BASIC, as well as run exciting simulations like CHESS, FLIGHT, BACK-GAMMON ETC. Comes with built in cassette recorder, an RF modulator for connection to your Black and White TV, cables for a monitor or extra cassette recorder, Manuals, 25 free programs, (20 Home finance programs and 5 Super Space Games!), 16K of user memory, 12K Microsoft BASIC in ROM, 48x128 screen graphics. Fully compatible with TRS-80 Level II 16K programs.

SYSTEM 1: PMC-80 ..... **19 lbs** **639.00**

SYSTEM 2: PMC-80 FOR HOBBYISTS

The SYSTEM 2 PMC-80 comes with all the above options, (except the RF modulator), and a Amdek-100 12 INCH BLACK & WHITE, HI-RES MONITOR. The Amdek video monitor improves screen resolution over a regular TV by 1500%!!

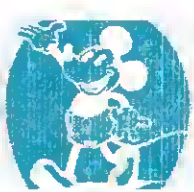
SYSTEM 2: PMC-80 ..... **35 lbs** **739.00**
SYSTEM 2 with Okidata Printer and Cable ..... **48 lbs** **1,299.95**

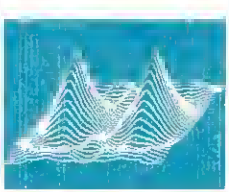
SYSTEM 3: PMC-80 FOR THE ENGINEER

This is the system for the professional. It includes all the SYSTEM 2 features plus. The EXP-100 system with 32K additional memory, (gives you 48K total), parallel ports for connection to printers or modems!, a disk controller for addition of up to 4 disk drives, and with your choice of either the OKIDATA 80 cps Microline 80 printer with the full PMC-80 graphics set, or the EPSON MX-80 printer with all the OKI's features plus DOUBLE PRINTING for word processing quality printouts!

SYSTEM 3: PMC-80 ..... **48 lbs** **1,810.00**
SYSTEM 3: Plus 40 track disk drive, cable and NEWDOS-80 disk operating system ..... **9 lbs** ... **Add 484.00**

90 day warranty - parts and labor on all PMC equipment.





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PMC-80 Business System

SYSTEM 4: PMC-80 SYSTEM FOR WORD PROCESSING and SMALL BUSINESS!!

Includes: 1 PMC-80
1 EXP-100 SYSTEM with 32K memory
Amdek-100 VIDEO MONITOR
SCRIPSIT WORD PROCESSOR PROGRAM
EPSON MX-80 PRINTER 80 CPS HI QUALITY PRINTOUT
2 TANDON 5ms 40 TRACK DISK DRIVES AND CABLES (200,000 CHAR)
NEWDOS 80 DISK OPERATING SYSTEM
10 VERBATIM DISKETTES

This system will give you complete control of all your professional word processing. Do Form Letters, Books, Articles, Advertising and a lot more!! SYSTEM 4 may also be used for your small business accounting needs like GENERAL LEDGER, A/P, A/R, PAYROLL, VISICALC etc. (Requires Accounting software)

SYSTEM 4: PMC-80 Word Processing Package ..... 49 lbs 2,731.00
SYSTEM 4: PMC-80 with 4 Disk Drives (1/2 megabyte!) ..... 58 lbs 3,351.00

SYSTEM 4 PLUS

Same as SYSTEM FOUR except substitute a 25 cps STARWRITER Super Word Processing Printer with underlining, Bold Print etc. Exceptional print quality. NOT DOT MATRIX!!

SYSTEM 4 PLUS PMC-SYSTEM 4 with 25 cps STARWRITER ..... 69 lbs..... 3,999.95

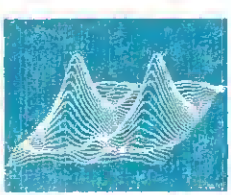
*** NEW *** NEW *** NEW *** NEW ***

Hottest New Item from PMC
Just as Catalog Was Being Printed!!!

Introducing the NEW PMC-"81" Computer. PMC really out did themselves this time! Computer comes standard with upper and lower case with descenders, a full NUMERIC KEYPAD replaces the built-in cassette. (Cassette port out the back is just like TRS-80 Model I's.) Comes complete with Microsoft's LEVEL II BASIC in ROM as well as a TERMINAL PROGRAM, a HOST PROGRAM (these two programs support modems or computers attached to the EXP-100 RS-232 port), and a full UPPER/LOWER CASE DRIVER PROGRAM in ROM!!! Includes AUTO KEY REPEAT, a full ASCII keyboard with all arrow keys etc. and 2 PROGRAMMABLE FUNCTION KEYS! This new addition to the PMC family is a real jewel! WATCH OUT MODEL IIIII

Cat. # PMC-81 Computer ..... 18 lbs 669.00

90 day warranty - parts and labor on all PMC equipment



SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

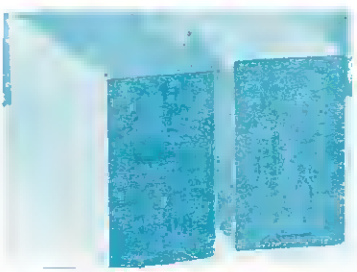
Disk Drives for PMC-80 and TRS-80

MPI 40 Track Drives

with power supply and chassis. Fully compatible with "The Doubler." This drive will store 160,000 bytes in double density or 90,000 bytes in single density. It will work with existing Radio Shack drives or any other 35 or 40 track drives. The MPI drive is the fastest on the market! It will operate at 5 Milleseconds, at least twice the speed of most other drives.

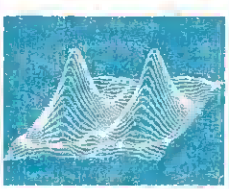
Cat. # MP140 - MPI 40 track drives	**8 lbs**	**319.95**
Cat. # MP1402c - MPI 40 track drive with 2 drive cable	**8 lbs**	**340.95**
Cat. # MP1404c - MPI 40 track drive with 4 drive cable	**8 lbs**	**360.95**
Cat. # PDBLER - Percom's Doubler II for double density	**1 lbs**	**169.95**
Cat. # NDOS80 - NEWDOS-80 operating system	**1 lbs**	**139.95**

MPI 80 Track Drives



are fully compatible with "The Doubler." This drive will store 345,000 bytes in double density and about 175,000 in single density! Fully compatible with existing drives if used with NEWDOS 80 or VTOS 4.0 or other advanced operating systems. Please specify if you are using this as drive 0. MPI drives will operate at 5 milleseconds! Almost 8 times faster than Radio Shack drives! Equivalent to two 40 track drives for only 150.00 more! Drives come with power supply and chassis.

Cat. # MPI80S - MPI 80 Track Drive	**8 lbs**	**499.00**
Cat. # MPI802C - MPI 80 Track Drive with 2 drive cable	**8 lbs**	**525.95**
Cat. # MPI804C - MPI 80 Track Drive with 4 drive cable	**8 lbs**	**539.95**
Cat. # PDBLER - Percom's Doubler II for double density	**1 lbs**	**169.95**
Cat. # NDOS80 - NEWDOS 80 operating system	**1 lbs**	**149.95**
Cat. # 80 PAT - Patch to TRSDOS 2.3 for 80 tracks	**1 lbs**	**19.95**



Use our toll free number

(800) 528-1149

Tandon 40 Track Drives

with power supply and chassis. Fully compatible with "The Doubler." This drive will store 175,000 bytes in double density or 90,000 bytes in single density. It will work with existing Radio Shack drives or any other 35 or 40 track drives. The Tandon drive is as fast as the MPI, and is recommended for the Model III. It will operate at 5 ms.

Cat. # TND40 - Tandon 40 Track Drive ..... **8 lbs** **319.95**
Cat. # TND402 - Tandon 40 Track Drive with 2 drive cable ..... **8 lbs** **340.95**
Cat. # TND404 - Tandon 40 Track Drive with 4 drive cable ..... **8 lbs** **360.95**
Cat. # PDBLER - PERCOM doubler tor double density ..... **1 lbs** **169.95**
Cat. # NDOS80 - NEWDOS-80 disk operating system ..... **1 lba** **139.95**
Cat. # NDOS802 - NEWDOS-80 disk ayatem for Model III ..... **1 lbs** **139.95**

Disk Drives and Controllers for TRS-80 Model III Available NOW!!

Save money over Radio Shacks prices!
(Installation available!)

Model III Disk Controller Board and Hardware

We finally got 'em. Disk drives and controllers for the Mod. III TRS-80 computer. The kit comes complete with disk controller board and hardware necessary for connecting two internal drives. All power supplies and cables are included! Comes with complete installation instructions for installing drives yourself or we can install them for you! First two drives use power supply from the kit and are installed in the computer, second two drives require their own power supply and chassis.
No soldering or trace cutting required!!

Cat. # MIIIKIT - Model III Disk Controller w/hardware ..... **8 lbs** **425.00**
Comes with cables etc. Necessary for 4 drives!
Comes with complete instructions for installation.

Cat. # MPI40B - 40 track MPI drive ..... **8 lbs** **275.00**
For installation inside the Model III. 175,000 bytes storage!

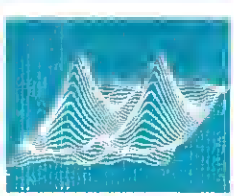
Cat. # MPI80B - 80 track MPI drive ..... **8 lbs** **420.00**
For installation inside the Model III. 345,000 bytes storage

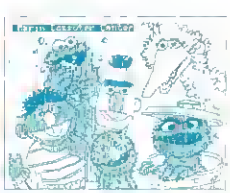
Call tor price quotes on installation costs.

For external drives on the Model III see prices under TRS-80 Mod I and PMC-80 disk drive prices.

Model III with 48K RAM, 2 40 track dandon drives, TRSDOS operating system, manuals. Ready to run.

Cat. # MIIIO ..... **58 tbs** **2099.95**





SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

PERCOM'S

"DOUBLER II"

for Double Density Storage!

How would it feel to have 180,000 bytes of storage on your regular 40 track disk instead of only 90,000? Nearly twice as much storage for a fraction of what it costs to buy another drive! Percom's "DOUBLER" will allow you to do it with your existing drives or any of SIMUTEK'S line of double density rated drives. All it takes to connect the Doubler is to unplug your existing disk controller in the expansion interface and plug in the Doubler!

Absolutely no soldering or trace cutting is required! (On TRS-80 Exp. Int.)

The Doubler will work with any compatible TRS-80 disk drive to give you double the storage you had previously! For instance: an 80 track MPI drive when used with a doubler will give you about 350,000 bytes of storage per drive! With four drives that gives you over 1.2 MEGABYTES of storage!

The Doubler comes complete with DOUBLEDOS. Percom's double density disk operating system that is fully compatible with TRSDOS. DOUBLEDOS allows you to transfer your old single density programs and files to double density and back again if you wish. If you don't use DOUBLEDOS, the "Doubler" will not effect any of your old programs in any way. You may operate just as before if you wish.

The Doubler is compatible with either the Radio Shack Expansion Interface or the PMC-80 Exp-100. (Some soldering and trace cutting required on PMC-80 Exp-100 system)

Cat. # PDBLER - Percom's Doubler ..... **1 lb** **169.95**

**See Doubler Patches for NEWDOS-80 and VTOS under disk utilities!

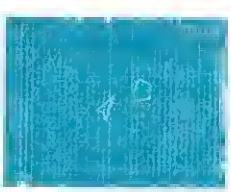
Speedup Mod For TRS-80

ZIP UP TO 7 SPEEDS!

From Archbold

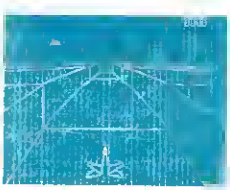
NOW YOU CAN RUN YOUR TRS-80 RELIABLY 100% TO 125% FASTER (4 MHZ)! Our NEW speedup board enables programs to run 50% slower than normal, normal, and 50%, 70%, 90%, 100% or 125% faster. A 50% minimum increase is guaranteed (90% to 100% typical); however, DETAILED INSTRUCTIONS SHOW CHANGES REQUIRED TO THE TRS-80 THAT WILL INSURE RELIABLE OPERATION AT THE 100% OR 125% INCREASE! Software speed control with switch override option allows speed changes AT ANY TIME without program interruption. Our board also compensates for slow memory! Automatic slow down possible during cassette or disk operation (not required for TRSDOS, NEWDOS, and VTOS 4.0!). Power LED changes color (red - yellow - green) to indicate normal, slow, and high speed operation.

Cat. # TSPEED ..... **8 oz** **49.95**



Use our toll free number

(800) 528-1149



TRS-80 Hardware

SIMUTEK "OOES NOT" give the normal 90 day RADIO SHACK WARRANTY on these systems. (This means that you cannot take it to Radio Shack for Warranty service.) WE DO GIVE our guarantee of 120 days on all the TRS-80 systems. Simply bring your system here for full warranty service.

Model III Systems

		List	Simutek Price
26-1061	Model III Computer 4K Level I	699.00	649.00
26-1062	Model III Computer 48K Level III	1,237.00	1,099.00
26-1063	Model III Computer Business System 48K, 2 Disk Drive, (Simutek Drives) TRSDOS, Manuals etc.	2,500.00	2,099.95
MIIID1	Model III Disk Drive Kit for Drive One Includes controller hardware, TRSDOS etc.		
	You install	N/A	699.50
	We install. (90 day warranty)	849.00	750.00
MIIID2	Model III Disk Drives #2 (We install add $25.00)	399.00	275.00
MIIID34	Model III Disk Drives 3 or 4 (Plug in)	499.00	319.95
MIII16	16K Plug in memory for the Mod III 200 NS Guaranteed 1 year!	119.00	25.95

Mod I Accessories

MI-EI	Expansion Interface OK	300.00	289.95
	(We install mem) 16K	448.00	350.00
	(We install mem) 32K	597.00	395.00
MI16K	You install 16K mem sets (Guaranteed 1 year!)	119.00	25.95
MI16KW	We install 16K mem sets	119.00	55.95
MISPD	Archbold Speed-up Mod for Mod I Computers Speed increases of up to 300%!	N/A	45.00

SEE OUR DISK PRICES elsewhere in catalog for SUPER DISCOUNTS!
SEE OUR PRINTERS PRICES elsewhere in catalog for SUPER DISCOUNTS!

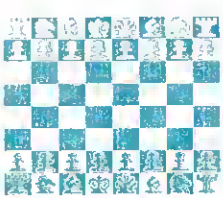
TRS-80 Color Computer

CLR4K	4K Color Computer	399.00	369.95
CLR16K	16K Color Computer	599.00	523.45
CLVDO	Color Video Monitor	399.00	369.00

TRS-80 Model II Computer

MDDII64	64K Model II Computer	3,899.00	3,699.00
MOOIID1	Model II 3 Oisk Add-on	2,350.00	2,231.00

CALL FOR PRICES ON DTHER TRS-80 EQUIPMENT
SAVE MONEY OVER RADIO SHACK LIST PRICES
Toll FREE Number (800) 528-1149



SIMUTEK COMPUTER PRODUCTS INC.
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Tucson, Arizona 85712

TRS-80/PMC-80 Hardware

From WEB International

EXTRA! EXTRA! Now — with KEYBEEP*, TBEEP 1 or 2 will blip every time you press a key, giving you that professional keyboard sound. KEYBEEP is a built-in feature of TSHORT+ *

TBEEP 1

TBEEP 2

TBEEP 1™

Stop fiddling with your cassette cables! Install our TBEEP and forget it forever!

Large business computers are equipped with an audible signaling device to alert the operator that some action must be taken to continue processing or a program or processing error has occurred. Now, with more and more TRS-80s being used in business applications and operated by noncomputer oriented personnel, the demand has rapidly grown for a low cost, easy to install signalling device.

TBEEP is an inexpensive audible alert which has been specially designed for the TRS-80 Level II and Disk Operating System. TBEEP may also be used on ALL computers which have an RS-232C latched port. TBEEP produces a clear, distinct tone, similar to that of a pocket pager, and may be easily programmed, using Level II/Disk BASIC, as a subroutine. For an example:

```
1000 OUT255,1: FOR BP = 1 TO 300: NEXT: OUT255,0
RETURN. Note: The value "300" sets the beep duration.
```

Insert a "GOSUB1000" ahead of any input, output or into an error routine as desired.

TBEEP is powered by a 9 volt transistor battery (not included). Due to TBEEP'S exceptionally low current drain, the battery will provide continuous use for well over a year.

TBEEP installs in seconds, and is always ready to be used with either your Level II or Disk Operating System. Simply plug in-line with the AUX cable to your cassette recorder and forget it. TBEEP's electronic circuitry discriminates between cassette operation and the computer's command to operate TBEEP. Therefore TBEEP doesn't chatter, squawk or interfere in anyway with your cassette operation, and, MOST IMPORTANT, the need for switches or unplugging TBEEP, for cassette operation is totally eliminated. Disk users merely plug the AUX plug (larger grey one) of their cassette cable into TBEEP's jack. In this case, TBEEP's plug is left disconnected and its plug and cable may be removed.

TBEEP is used with games and hundreds of other applications, but, most importantly, it eliminates the frustration of continually watching the monitor while your computer is processing such things as "SORTS," "SEARCHES," "SAVES," "LOADS," etc. By programming an "ON ERROR GOSUB 1000" TBEEP will signal you when an error has occured.

TBEEP is an attractive accessory and its smallness in size keeps it out of the way. The addition of SOUND to your computer adds POWER and UTILITY to your computer. Begin NOW programming TBEEP into your programs, using the above subroutine example, while your TBEEP order is being processed.

TBEEP 1 with Complete Instructions 24.95

NOTE: TBEEP's routine incorporated into Lance Micklus' ST-80™ software.

TBEEP 2™

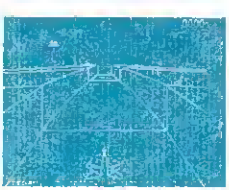
For you do-it-yourselfers, SAVE MONEY by installing our famous TBEEP inside your TRS-80 keyboard!

Completely assembled and tested. Works just like TBEEP 1 (above) except:

- You attach TBEEP2's electronics and piezo beeper to the top side of your keyboard's printed circuit board with double sided foam tape (included). Then solder TBEEP's three wires to three easy to locate points on the keyboard's PC board. Total installation takes only a couple of minutes.
- TBEEP 2 mounts near your keyboard's rear vent so that its clear distinct tone is easily heard, when your program commands it.
- TBEEP 2 requires no battery, since its power comes from your computer.
- DEALERS TAKE NOTE! Install a TBEEP 2 when modifying your customers' TRS-80 and include TBEEP's simple four word BASIC command in your off the shelf Software.

TBEEP 2 KIT with complete instructions 15.95

Use our toll free number
(800) 528-1149



TSHORT+™

If you use and like our "TSHORT," you'll love TSHORT+

Look what we've done to expand our famous "TSHORT" into the most powerful LEVEL II and DOS basic shorthand program ever written.

- NOW! 41 preprogrammed Level II and DOS statement keys
- NOW! 11 KUSTOM™ keys you can program and save for future use. 10 keys you can program up to 12 characters each. The 11th key, our famous KUSTOM key, is still programmable up to 64 characters.
- NOW! TSHORT+ includes our AUTOMATIC KEYBOARD debounce and LOWER CASE driver. No need to load in a separate debounce utility program to eliminate keyboard jitter or to operate your lower case option
- NOW! TSHORT+ SELF SAVES. You may redefine your KUSTOM keys, set lower case and other options as desired, then save for future use.
- Programmable PAUSE in KUSTOM allows automatic close parenthesis following keyboard entries.
- NOW! TSHORT+ is available on formatted diskettes for DOS systems with 2 or more disk drives. It's still available on cassette for Level II and single disk drive systems. For single disk drive systems, load via the built-in SELF SAVER
- NOW! Both the "SHIFT" and "CLEAR" key are used. Simply hold down either key and press desired statement key. The entire statement is written on your screen. If your system has a "CONTROL" key installed, use it or "@" key in place of "SHIFT" key. That way, your "SHIFT" key remains free to be used for normal "UPPER" and "LOWER" case functions.
- NOW! FOUR EXPRESS KEYS — Automatic repeat for "space" bar, "back arrow" and "up & down" arrow keys. A time saving convenience, especially for editing BASIC programs.
- NOW! TSHORT+ includes KEYBEEP™ which allows your TBEEP to respond with a short BLIP each time you depress a key. May be turned on or off at will. An excellent feature for the touch typist or in the educational environment.
- Just like with "TSHORT," a complete set of new key DECALS comes with each program (see picture) for both Level II and DOS systems. They're easy to install and they add that look of true professionalism to your keyboard.
- Self-entering commands are featured, such as "CONT," "GOTO10," etc. or program your own in any of the programmable KUSTOM keys
- TSHORT+ is compatible with all LEVEL II and the more popular Disk Operating Systems.

TSHORT+ (one cassette includes Level II & single drive DOS) ..... **8 oz** **19.95**

TSHORT+ on formatted diskette ..... **8 oz** **24.95**
(DOS only, requires 2 or more drives)

SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

TLEC™

Stand-Alone, Intelligent Printer Controller/ Formatter Mates Your IBM™ Electronic Typewriter Model 50, 60 or 75 To Your Microcomputer

Three Models To Choose From, Which Will Add These Outstanding Features To Your Favorite Word Processor!

MARK I:

- Standard parallel printer interface connection for the TRS-80™ (MOD I, II & III), Apple™, Commodore™, etc.
- Completely software independent. Absolutely no operating software or patched software to your word processor required.
- All commands to TLEC are from character sequences embedded in your text or "LPRINT"ed directly from your computer keyboard, or thru "CODE" inputs from your typewriter keyboard.
- Typical command format looks like this: ,UL means underline word or ,UC means underline continuous —, PS means pause printing function etc. All commands highly visible in text on your monitor (Wherever possible, commands are similar to those used by popular word processors.)
- Always powers up with a preset group of print specifiers, ie: page pause "OFF," line feed recognize "ON," etc.
- Controls all "Code" functions and prints all special symbols on typing element.
- Compatible with all software designed to print to most parallel printers. To your computer, TLEC looks like a Centronics™ printer.
- Takes only minutes to install. Simply plug two "Y" connectors inside your IBM 50, 60 or 75 — another cable plugs into your computer's parallel printer port — that's all! Comes with complete operating instructions.
- Comes packaged in a 6" x 6" x 3" attractive, stand-alone enclosure, which sits on the floor out of the way
- Z80 microprocessor controlled and contains 1K buffer, preprogrammed ROM (absolutely NO additional software need be loaded in your computer, and patched software to your word processor is NOT required). Provided full parallel handshaking between your CPU and typewriter.
- Allows your IBM to type at full speed, and utilizes the bell in your typewriter as an audible signal.
- RESET — PAUSE: RESET ("Code C") allows you to stop printing any time, dump the buffer and gain immediate control of your computer — great for checking format of hard copy, addressing envelopes, etc. PAUSE, when "Code" key is pressed, stops printing — handy for answering the phone, adjusting printer paper, etc. — "Code P" restarts printing

TLEC MARK I **399.95**

MARK II:
ALL OF THE MARK I FEATURES — PLUS:

- Proportional spacing for either the IBM MOD 60 or 75 (Requires proportional typing element — standard feature on the IBM MOD 50) — Right margin justify when using proportional spacing feature on any of the IBM Models — pitch check and control — form control — indenting line spacing — intelligent "TAB" — bold face.

TLEC MARK II **449.95**

MARK III:
ALL OF THE MARK I AND MARK II FEATURES — PLUS:

- Bi-directional printing (almost doubles typing speed). — LISTER (for basic listings) — page numbers — page titles — page centering (requires 4K buffer — see options) — access to IBM MOD 60 or 75 memory.

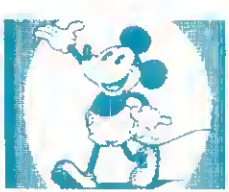
TLEC MARK III **499.95**

Options

- **Expandable Buffer in 1K increments up to 4K** **40.00/1K**
- **Serial Input via RS232C** **75.00**
- **Full 1/0 Terminal (RS232C)** **100.00**

Upgrade:
At any time, you may UPGRADE the MARK I to the MARK II, or the MARK I and MARK II to the MARK III. The MARK II UPGRADE — you do yourself in three minutes The MARK III UPGRADE and/or the adding of options does require factory assistance.

Note:
Please specify IBM Model 50, 60 or 75 and type of computer system (I TRS-80 Level II, with no expansion interface, you'll need to purchase Radio Shack's line printer interface cable P/N 26-1411. For other systems, you'll need their parallel interface.



Use our toll free number

(800) 528-1149

TSEL™

Mate Your IBM Selectric™ I or II With Your TRS-80.

If you have an IBM Selectric™ I, II or Correcting Typewriter, you have, what could be, the optimum quality printer for your TRS-80™ computer. THAT'S RIGHT! We'll convert your Selectric to a reliable, efficient TRS-80 printer, which will give you thousands of hours of trouble free operation with letter perfect copy every time.

TSEL automatically moves you up to a class of distinction in printer output, because the printing quality of your IBM Selectric is known throughout the world as being the BEST! Why settle for inferior print quality and pay more at the same time. Sure, the other printers may be faster. But, if you take pride in what your computer can do for you, whether you're making an impression on your friends, relatives or business associates, why not show them the best, which also happens to be the most economical. This is especially true if you do a lot of work processing. Again, your IBM Selectric gives you that superior quality of professionalism in your copy. Copy from the other printers will always have that lacky "computer" look. Not very impressive is it?

TSEL is a turn-key, ready to operate printer system. There's no complicated instructions or operating procedures. Merely connect TSEL's printer cable to your TRS-80 and you're ready to LPRINT, LLIST OR "JKL."

LOOK at these exclusive features TSEL has to offer:

- A precision solenoid kit and cables professionally installed by our IBM trained technicians.
- A separate self contained microprocessor, with 96 character buffer, power supply, drivers and built-in software. No special software need be loaded in your TRS-80 to operate your Selectric printer.
- A custom control box with "RESET" and "PAUSE" switches. "RESET" terminates printing cycle, clears buffer and returns computer control to operator. "PAUSE" allows momentary interrupt of printing, for paper adjustment or change, answering the telephone, etc.
- No holes are cut into your Selectric. The appearance or typing feel of your typewriter is not changed in any way. Also, TSEL is transferable. That is, we can move it from one Selectric to another, should you decide to upgrade your typewriter. This leaves your old Selectric completely "stock" which will enhance its resale or trade-in value.
- Your Selectric is completely cleaned and adjusted.
- Optional "Y" cable, with printer select switch, allows your Selectric to be plugged in with other printers.
- Completely compatible with Electric Pencil™ or Radio Shack's Scripsit™. Absolutely no patches or modifications to software are required.

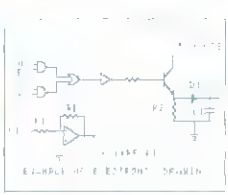
Base Price

- **TSEL standard conversion package** **795.00**

Options

- **Serial Interface (RS 232)** **75.00**
- **Lower case kit with mode switch and control key** **69.95**
  (Includes a TBEEP 2 installation inside Keyboard)
- **Silencer kit (Selectric II only — installed at time of conversion)** **59.95**
- **Backspace and Tab kit (Installed at time of conversion)** **49.95**
- **"Y" cable with select switch multi-printer use** **49.95**
- **ASCII typing element (Recommended for listings)** **24.95**

Write or call for complete shipping information.



SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

TSHORT™

WEB'S original TSHORT still only $9.95

For Level II and Disk Basic
Remember Level I Shorthand, how quickly and easily you could write BASIC code? Now TSHORT, a level II BASIC shorthand, gives you single shifted key stroke entry of 32 difficult to type, long and/or repetitive commands. TSHORT saves considerable programming time, up to 90%, and, by providing 100% accuracy, eliminates the programmer's biggest frustration — syntax errors. Immediately after each single key stroke entry, the entire command is spelled out in its normal format on the monitor and/or listing, i.e., no code to interpret. TSHORT features a KUSTOM™ key, changeable anytime, for a user defined function up to 64 characters of instruction, as well as a self-executing "Go To 10" function (line may contain "RUN 20").

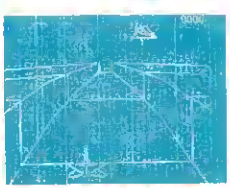
TSHORT includes the most popular and difficult Level II/ DISK BASIC commands such as "RIGHTS(," "INPUT," "CLOAD?," "USING," "GOSUB," "LIST," "EDIT," "MKI$(," "CVI(," etc.

TSHORT comes on cassette — one side for Level II BASIC and the other for TRSDOS/NEWDOS. What really makes TSHORT easy to use is the set of pressure sensitive decals (white letters on clear) which comes with each cassette. The decals are easily and permanently placed on the front surface of each key on your keyboard, which readily identifies each shorthand key function. (See Photo)

TSHORT runs in only 580 bytes of low memory, thereby, not interfering with BASIC, DOS V2.3, NEWDOS or machine language routines.

TSHORT (LV II & DOS) and Instruction Manual **9.95**

Original TSHORT Decals Also Available.
Original TSHORT Decal Set ("IRV"™ Users — 85% of TSHORT's Statement Keys Match Those Preprogrammed in "IRV") **5.00**



Use our toll free number
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TBUFF™

Old Faithful — Stops Your Cassette When It Should!

It's happened to thousands — are you one of them? Has the all too-common TRS-80 cassette drive hang-up put a damper on the operation of your computer? Especially when you're running a lot of data saves or loads, during which the recorder is turned on and off several times a minute.

Now, no more cassette drive hang-ups! TBUFF has been especially designed as a simple, inexpensive, permanent, non repair shop fix. No more costly out of warranty repair bills, or leaving your computer for weeks at a time with a Radio Shack repair station.

TBUFF is no larger than an ice cube, and simply plugs in line with the "REMOTE" cable between the TRS-80 and the cassette recorder. TBUFF reduces the current passed through the reed relay in the TRS-80 to an extremely low level. At the same time, owing to careful design techniques, TBUFF delivers full power to the recorder, thus maintaining proper tape speed and volume levels.

TBUFF is available in two models.

- TBUFF-N is designed for the CTR 33, 41, 43, and 46 or any recorder whose REM jack polarity has negative at the center (tip) and positive at the shell (ring).
- TBUFF-R is designed for the CTR 21, 40, 47, and 80 or any recorder whose polarity is opposite to TBUFF-N, described above.

When ordering TBUFF, BE SURE to state what model Radio Shack (CTR) recorder you own, or, if not Radio Shack, the polarity of the REM jack as described above.

TBUFF ..... **8 oz** . **11.95**

TCHRON™

TCHRON: A FIRST for the TRS-80 user!

- NOW! Control the outside world with electronic watch accuracy.
- NOW! For the FIRST time, a REAL TIME clock module which plugs directly into the EXPANSION BUS of your TRS-80, AND IS NON-INTERRUPT DRIVEN.
- TCHRON never quits! Its self contained battery allows TCHRON to continue to accurately keep time when your TRS-80 is turned off. Set it once and forget it.
- TCHRON is a crystal controlled REAL TIME clock with intelligent calendar, including provisions for leap year. Time keeping may be by 12 hour AM/PM or by 24 hour military format.
- TCHRON comes with a simple set of instructions and cassette tape, containing software for setting and reading the clock. Also provided is a "POKE" routine to patch DOS "TIME$" function to read TCHRON.
- TCHRON's module is small enough to disappear, by slipping it into the empty space in the bottom of your expansion interface. This way your computer table remains uncluttered.
- TCHRON is invaluable to those who use their TRS-80 to operate remote functions, such as lights, appliances, etc. and to those who need an accurate time and date printed automatically on all of their documentation.
- TCHRON requires 2 "AAA" batteries. TCHRON's simple "SET" switch allows you to easily re-set the time and date at will. If you need to expand your BUS beyond TCHRON, a "Y" option is available.

TCHRON with software & instructions . . . . **2 lbs** . **99.95**
"Y" option . . . . . **2 lbs** **12.95**

SIMUTEK COMPUTER PRODUCTS INC.
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TBASE™

A powerful data base manager — second to none!

Not a "minimum" mail list but a full capability, business oriented data base intended for everyday use.

We challenge you to find a data base manager, for your TRS-80, with more features designed for use with both the expert and beginner in mind.

Look at these unique and exceptional features:

- A proven data base concept, modeled after a similar program marketed for the North Star Computer for over two years.
- TBASE is an extraordinary record keeper. People use it as an electronic file cabinet to maintain mailing lists, order entry, inventory control or any use which requires entry and maintenance of multiple files and records, needing instantaneous access or cross indexing for hard copy report generation. You design your own report format by merely answering the questions asked by TBASE when you're using the "REPORT CREATOR" module.
- TBASE also provides calculated fields which means you can use it for check writing, deposits, bank balance and statement reconciliations, as well as other functions which require math calculations such as loan amortizations, depreciation schedules, ROI, etc.
- Your file specifications relating to input format, report format and indexes are saved on disk.
- Report formats may be used with more than one data file.
- Incorporates routines for systems using TBEEP™ and TCHRON™.
- DISKETTE MANAGEMENT routine eliminates any possibility of computer hang up due to operator mismounting of diskettes, i.e., door open, upside down, diskette full, etc.
- Uses indexed sequential access methods.
- Due to the sophistication of TRSDOS basic, TBASE has been reduced and condensed to less than 10 modules which means far less time is required in loading from one module to another.
- Searches on any field. You may define up to 20 levels of search, more by combining groups of searches. Searches may be relational, i.e., $<, >, =, \neq$ or substring. May be combined logically, i.e., AND, OR, AND NOT, OR NOT. Saves time by searching a subset of records within the data base.
- If you have been hesitant about buying a data base manager, this is the one you've been looking for. Price and ease of use you can't beat anywhere!
- Many search and report formats may be saved and used with the same data file.
- Up to 45 fields with up to 60 characters each (2700 characters/record), unlimited number of records.
- Full diskette spanning of data base records from one diskette drive to another.

TBASE (requires two disk drives or more) . 8 oz ... 79.95

COMING SOON: Extended maintenance package which includes file recovery, subsidiary data base creation, dual data base reports, etc. Also, preformatted specifiers for significant accounting functions.

Use our toll free number

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TMEM™

Now — 1K or 2K of external non-volatile memory for your TRS-80! You ask "what's so special about that?" Read On!

- TMEM gives you the best of both worlds. A memory you READ and WRITE to and NEVER LOSE.
- TMEM protects its memory as if it was ROM. Turn off your computer or experience a power failure! What you've written to TMEM's memory will be RETAINED and PRESERVED for more than two weeks, without external power.
- TMEM is supported by its' own INTERNAL BATTERY supply. The batteries automatically charge while you're operating your computer.
- TMEM maintains its memory's security by requiring you to actuate a write enable switch. Otherwise, what's in TMEM's memory cannot be changed or lost in any way. Upon power up, you have instantaneous access to its memory contents.
- TMEM is ideal for retaining important totals or variables which you need for other programs.
- Store utility and/or system programs, i.e., monitors, printer drivers, or, if you're developing a new program, use TMEM to safely store your variables for testing purposes, which you may recall immediately after an "EDIT," "RUN," "LOAD," etc.

- TMEM is addressed to the area of memory most used by popular utilities: starts at F800 hex (63488 decimal) through FBFF hex (64511 decimal) for 1 K version; through FFFF hex (65535 decimal) for 2K version. For 48K systems TMEM replaces the top 2K of internal RAM.
- TMEM simply plugs into the keyboard Bus Expansion Port, and has an external connector for further system expansion, such as an expansion interface.
- TMEM is compatible with either Level II or Disk Operating System, and is available in either a 1K or 2K plug in module.

TMEM with 1K of memory ..... **2 lbs** .. **149.95**
TMEM with 2K of memory ..... **2 lbs** .. **199.95**

TPRINT™

Software/Hardware controlled dual printer Selector

TPRINT is a compact Software/Hardware controlled dual printer Selector designed for all parallel printers used with the TRS-80's. Software control is via CTRL 1 or CTRL 2 (CHR$ (1 or 2), which either selects printer #1 or printer #2. Word processors generally do not have the "CTRL" capability, so a push button switch provides manual selection of either printer. A pair of LED indicator lights always indicate which printer has been selected and currently in use.

Only TPRINT has these exclusive features:

- Fast, plug-in installation.
- Software or manual push button printer selection.
- LED's indicate printer selected.
- All handshaking signals are electronically switched.
- Saves time and eliminates wear and tear on fragile printer cables and connectors. No more unplugging and plugging in.
- Doubles through-put when two identical printers are used, with appropriate software.
- Allows fast print review of text on a high speed line printer before printing final copy on a high quality printer, such as a Selectric® or IBM Electronic.
- Electric Crayon™ users may now run their printer without unplugging cables.
- Optional 36 pin AMP — type connectors, like those found on Centronics™ printers, are available.

TPRINT ..... **5 lbs** ... **99.95**

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EDAS

The Best Editor/Assembler for PMC/TRS Disc Systems

A sophisticated Editor & Assembler setting the standard for the '80 Model I & Model III. ALL EDAS commands and SOURCE text can be entered in either upper case or lower case. Direct assembly from memory or disk by means of *GET assembler directives. This gives text buffer capacity equal to your drive configuration! 30,000 bytes of symbol table.

Direct assembly to disk or memory for faster debugging operations! DOS "system" command functions KILL, DIR, FREE, and LIST are available from within the environment of EDAS.

The Editor, with renumber, maintains command syntax identical to the BASIC editor. Global change permits you to alter a string throughout a designated range of lines while block move relocates lines of text.

Cat. EDAS **79.95**
A 72-page manual included.
Add $3 for shipping and handling.

LDOS 4.1

The newest DOS out for TRS-80 Model I or III or PMC-80/81.

(See latest reviews in 80-US and 80 Micro.)

LDOS is the latest generation of operating systems for the TRS-80 computers. LDOS is completely documented in an extensive operating manual and total on-going support from some of the most knowledgeable people in the industry is provided. In short, LDOS is THE operating system to use with the TRS-80 computers!

Cat. LDOS, Specify Mod I or III **139.95**
Add $3 for shipping and handling.

Use our toll free number
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Disk Software For PMC-80/ TRS-80 Computers

Library 100

100 fantastic games, finance, utility and other programs! A classic package for TRS or PMC owners! THE PRICE IS STILL ONLY $49.95!!!

Cat. # LB 100 ..... **16 oz** **$49.95**
Disk Version ..... **16 oz** **$79.95**

Disk Drive Head Cleaner!

A disk head cleaner that will prevent a lot of disk problems! Cleans the head with a non abrasive disk and solution. A program on disk is included to instruct you on cleaning properly.

Cat. # TRSDCLNR ..... **16 oz** **$19.95**

NEWDOS+

The first super DOS by APPARAT. Includes:

- Disk and tape EDITOR/ASSEMBLER
- DISK DISASSEMBLER
- MACHINE LANGUAGE loader to disk (LMOFFSET/CMD)
- REF command for BASIC variables!. Find any variable or line number in your program instantly
- RE-number program.
- New DISK-DUMP routine
- Comprehensive manual
- Get directories from BASIC!
- Load any machine language modules from BASIC!
- Up and down arrows for list scrolling! No more grabbing at the shift/a keys!
- much more!!
- SUPERZAP disk utility!

Cat. # NDOS35TRK (35 Track) .. **16 oz.** **$99.00**
CAT. # NDOS40TRK (40 Track) ... **16 oz.** . **$99.00**

NEWDOS-80 The Finest DOS Ever!

All NEWDOS+'s features PLUS:

- Basic file commands that support files up to 4096 bytes!
- Mix and Match any type drives on line! 80 track, 40 track, 77 track, 8 inch!
- New editing commands allow BASIC lines to be moved to any other location!
- Powerful program CHAINING COMANDS!
- Allows a MINI-DOS to be used for large programs!
- A real SPOOLER! Print large files or listings and use the computer simultaneously!
- Lower case driver!
- RS-232 driver!
- Upward compatable with NEWDOS+ and TRSDOS 2.3
- SUPERZAP!

Cat. # NDOS80 ..... **2 lbs** **139.95**
Version 2 Now Available (Supports Double Density!)

TRS-80 Disk and Other Mysteries!

A comprehensive book by H.C. Pennington that describes how files are made, how disk sectors and tracks are used, how to use SUPERZAP, how to REVIVE LOST PROGRAMS AND FILES and much much more!

Cat. # TDMYST ..... **16 oz.** **$22.50**

DISKETTES: We sell only the finest VERBATIM "DATALIFE" diskettes for all the popular computers. DATALIFE diskettes come with the protective ring installed. This will stop damaged diskettes and provide much longer life! **— 90 DAY WARRANTY ON DISKETTES —**

Cat. # VBM1 5 inch (box of ten) (MPI, TEAC40, PERTEC, TRS-80) ..... **8 oz** **32.50**
Cat. # VBM2 5 inch (box of ten) DOUBLE DENSITY 80 TRACK ..... **8 oz** **45.95**
Cat. # VBM3 8 inch (box of ten) DOUBLE DENSITY ..... **8 oz** **52.95**
Brown Bag Diskettes (same as VBM1, no protective ring) ..... **8 oz** **24.95**

SIMUTEK COMPUTER PRODUCTS INC.
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Hard Disk Multiplexor

For Model II 5-10-40 Megabytes for Disk Storage

Would you like to access files 3-8 times faster? All with the convenience of TRSDOS!!

Now Up To 4 Model II TRS-80s may be interfaced to one Hard Disk controller! Up to 4 hard disk drives per controller. Users may access the same file simultaneously. (First come, first served!)

Uses Cameo controller and standard 10 MEGABYTE cartridge (Hard) disk drives along with RACET hard/soft disk system (HSD) software. Removable disk pack backup!

Access time three to eight times faster than floppy! Mixed floppy/hard disk operation is supported.

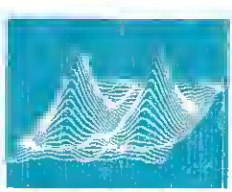
Compatible with existing TRSDOS programs — only change filenames. All BASIC statements are identical.

A single file may be as large as one disk! Directory expandable to handle hundreds of files!

Includes special utilities — SCOPY for backup and copies. XPURGE for multiple deletions. DCS directory Catalog System. And HARD DISK SUPERZAP. FORMAT utility includes options for specifying sectors/gran, platters/drive, logical disk size etc.

Cat. # HDISK Hard Disk Drive and Controller	**5995.00**
Cat. # HDSOFT Hard/Soft Disk Operating System from Racet	**395.00**
Cat. # 2HDRV1 Second add on drive (for more Megabytes!)	**4495.00**
Cat. # 2 HDRV2 Second add on drive (larger capacity than above)	**5495.00**
Cat. # 2MUX Connector for allowing 2 Mod II's to connect	**849.00**
Cat. # 4MUX Connector for allowing 4 Mod II's to connect	**2295.00**
Cat. # DPHD Control data disk packs	**95.00**

— Call if any questions —



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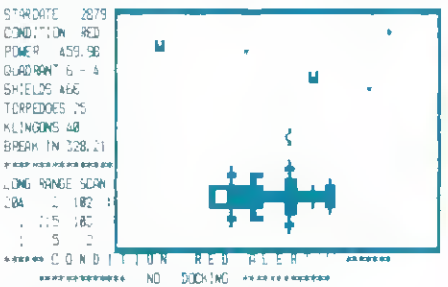
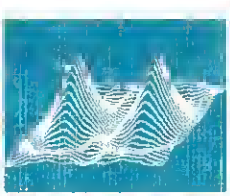
Sensational Simutek Software! Fine Games Sold All Over The World!

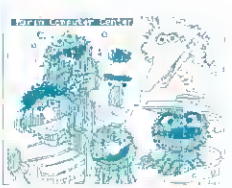


Package One includes: Graphic Trek "2000" — This full graphics, real time game is full of fast, exciting action! Exploding photon torpedoes and phasers fill the screen! You must actually navigate the enterprise to dock with the giant space stations as well as to avoid klingon torpedoes! Has shields, galactic memory readout, damage reports, long range sensors, etc! Has 3 levels for beginning, average, or expert players! ***Invasion Worg** — Time: 3099, Place: Earth's Solar System, Mission: As general of Earth's forces, your job is to stop the Worg invasion and destroy their outposts on Mars, Venus, Saturn, Neptune, etc! Earth's Forces: Andrords — Space Fighters — Lazer Cannon — Neutrino Blasters! Worg Forces: Robots — Saucers — Disintegrators — Proton Destroyers! Multi level game lets you advance to a more complicated game as you get better! *** Star Wars** — Maneuver your space fighter deep into the nucleus of the Death Star! Drop your bomb, then escape via the only exit. This graphics game is really fun! May the Force be with you! *** Space Target** — Shoot at enemy ships with your missiles. If they eject in a parachute, capture them — or if you're cruel, destroy them! Full graphics, real time game! *** Saucers** — This fast action graphics game has a time limit! Can you be the commander to win the distinguished cross! Requires split second timing to win! Watch out!
CAT. #0001 ..... $14.95

Package Two includes: Checkers 2.1 — Finally! A checkers program that will challenge everyone! Expert as well as amateur! Uses 3-ply tree search to find best possible move. Picks randomly between equal moves to assure you of never having identical games. *** Poker Face** — The computer uses psychology as well as logic to try and beat you at poker. Cards are displayed using TRS-80's full graphics. Computer raises, calls, and sometimes even folds! Great practice for your Saturday night poker match! (Plays 5 card draw) *** Psychic** — Tell the computer a little about yourself and he'll predict things about you, you won't believe! A real mind bender! Great amusement for parties. *** Tangle Mania** — Try and force your opponent into an immobile position. But watch out! They're doing the same to you! This graphics game is for 2 people and has been used to end stupid arguments. (And occasionally starts them!) *** Word Scramble** — This game is for two or more people. One person inputs a word to the computer while the others look away. The computer scrambles the word, then keeps track of wrong guesses.
CAT. #0002 ..... $14.95

All programs require a minimum of 16K Level II.
Some programs require 32K on Model III.





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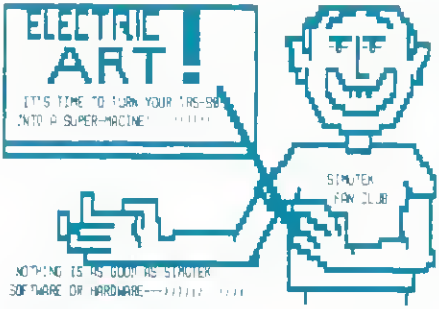
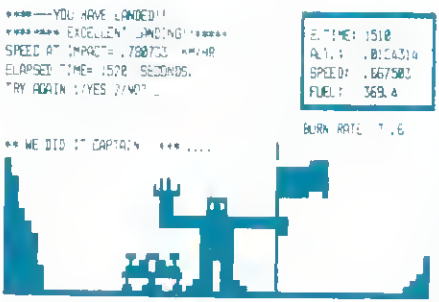


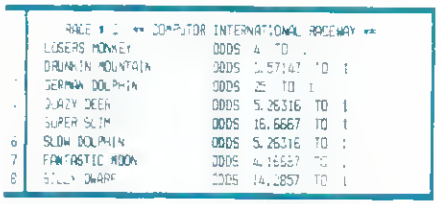
Package Three Includes: Poetry — This program lets you choose the subject as well as the mood of the poem you want. You give TRS-80 certain nouns or names then the mood and it does the rest! It has a 1000-word + vocabulary of nouns, verbs, adjectives and adverbs! * **Electric Artist** — Manual draw, erase, move as well as. Auto draw erase and move. Uses graphics bits not bytes. Saves drawing on tape or disk! * **Galactic Battle** — The Swineus enemy have long range phasers but cannot travel at warp speed! You can, but only have short range phasers! Can you blitzkrieg the enemy without getting destroyed! Full graphics — real time! * **Word Mania** — Can you guess the computer's words using your human intuitive and logical abilities? You'll need to, to beat the computer! * **Air Command** — Battle the Kamikaze pilots. Requires split second timing. This is a FAST action arcade game.

CAT. #0003 ..... **$14.95**



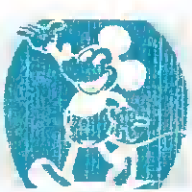
Package Four Includes: Life — This Z-80 machine language program uses full graphics! Over 100 generations per minute make it truly animated! You make your starting pattern, the computer does the rest! Program can be stopped and changes made! Watch it grow! * **Space Landers** — This full graphics simulator lets you pick what planet, asteroid or moon you wish to land on! Has 3 skill levels that make it fun for everyone. * **Greed II** — Multi-level game is fun and challenging! Beat the computer at this dice game using your knowledge of odds and luck! Computer keeps track of his winnings and yours. Quick fast action. This game is not easy! * **The Pharaoh** — Rule the ancient city of Alexandria! Buy or sell land. Keep your people from revolting! Stop the rampaging rats. Requires a true political personality to become good! * **Robot Hunter** — A group of renegade robots have escaped and are spotted in an old ghost town on Mars! Your job as "Robot Hunter" is to destroy the pirate machines before they kill any more settlers! Exciting! Challenging! Full graphics!

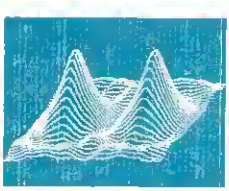
CAT. #0004 ..... **$14.95**



Package Five Includes: Super Horserace — Make your bets just like at the real racetrack! 8 horses race in this spectacular graphic display! Up to 9 people can play! Uses real odds but has that element of chance you see in real life! Keeps track of everyone's winnings and losses. This is one of the few computer simulations that can actually get a room of people cheering! * **Maze Mouse** — The mouse with a mind! The computer generates random mazes of whatever size you specify, then searches for a way out! The second time he'll always go fastest route! A true display of artificial intelligence! Full graphics, mazes & mouses! * **Amoeba Killer** — You command a one man submarine that has been shrunken to the size of bacteria in this exciting graphic adventure! Injected into the president's bloodstream, your mission is to destroy the deadly amoeba infection ravaging his body! * **Logic** — This popular game is based on Mastermind but utilizes tactics that make it more exciting and challenging — has 2 levels of play to make it fun for everyone. * **Submariner** — Shoot torpedoes at the enemy ships to get points. Fast action graphics, arcade type game is exciting and fun for everybody!

CAT. #0005 ..... **$14.95**





Use our toll free number

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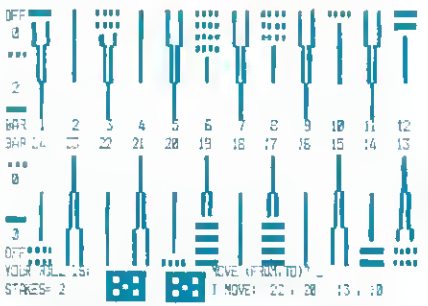
Package Six Includes: 20 Finance Programs — Includes:

1. Depreciation #1
2. Depreciation #2
3. Depreciation #3
4. Day of the Week
5. Annuity #1
6. Annuity #2
7. Investment Return
8. Bank Acct. Income
9. Initial Balance
10. Minimum Balance
11. Nominal Interest
12. Earned Interest
13. Interest Tables
14. Loan Payments
15. Principle calc.
16. Term on a Loan
17. Interest on Loan
18. Loan Payoff Calc
19. Final Payment
20. Amortized Loan

Now you can do all the calculations you need to answer all your Home Finance questions. All programs are easy to use and give all the user prompts needed to get accurate results
CAT. #0006 ..... **$14.95**



Package Seven Includes: Backgammon 5.0 — 2 different skill levels make this game a challenge to average or advanced players FAST (15 second avg). Looks for best possible move to beat you! FANTASTIC GRAPHICS. Plays doubles and uses international rules. * **Speed Reading** — Increases your reading speed. Also checks for comprehension of material. Great for teenagers and adults to improve reading skills. * **PT 109** — Drop depth charges on moving subs. Lower depths get higher points in this fast action graphics game. * **Yahtzee** — Play Yahtzee with the computer. This popular game is even more fun and challenging against a TRS-80! * **Wall Street** — Can you turn your $50,000 into a million dollars? That's the object of this great game. Simulates an actual stock market!
CAT. #0007 ..... **$14.95**

Does Your Smart Printer Suddenly Become Dumb When You Print From SCRIPSIT?

Is your printer capable of underlining but not from Scripsit?

Is your printer capable of **Bold Printing** but not from Scripsit?

Can your printer ^{super} script and $_{sub}$ script but not from Scripsit?

Can your printer change pitches but not from Scripsit?

The answer is SCRIPMOD

SCRIPMOD does not require a separate printer driver. With SCRIPMOD control codes can be embedded in the text of your document. You use the same format line syntax you're used to now SCRIPMOD adds one format instruction to Scripsit & two control codes.

>C=N J=Y CC=H

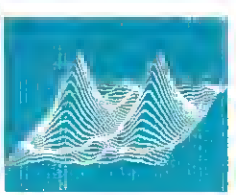
The above line tells SCRIPMOD to justify text and to backspace the printer upon encountering a Text Character in the document. The Text Character is entered by placing the cursor at the place in text where the control code is to take place and typing on **@T**. Of course your printer must be capable of backspacing and must use the ASCII code 8 (or H) as the control for backspace. If the code is something different there is no problem as the correct code may always be sent. Any control code your printer is capable of using from 1 to 31 with or without an **ESCAPE** lead in may be sent.

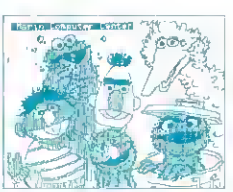
The second control code which is added in the **MENU** command. You press an **@M** and the screen clears and prompts you to select a drive from 0 through 3 or return to the text. All visible files can be displayed on the screen at this time. When you select to return to the text, the cursor is placed on the exact character it was on when you selected **@M**

The minimum system required for SCRIPMOD is the Mod I 32K disk system with either the RS lower case mod or the EP lower case mod.

SCRIPMOD is supplied on disk with full documentation for **$39.95**.

All programs require a minimum of 16K Level II.
Some programs require 32K on Model III.





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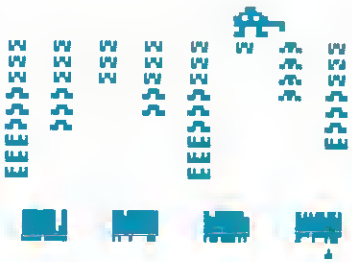
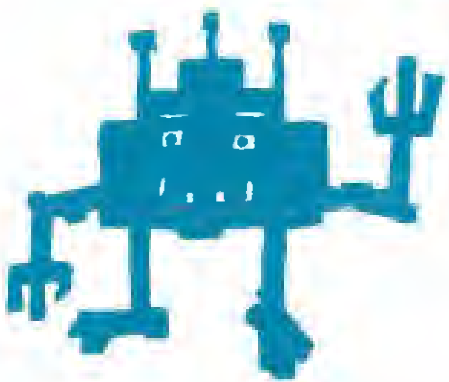
with fantastic sound effects





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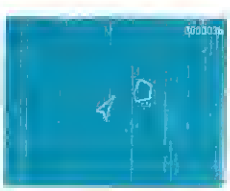
P.S. The animation is so good, the illustrations don't do it justice!



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ZBASIC II Compiler

The finest compiler ever made for the TRS-80 Model's I or III and the PMC-80 or 81. FINALLY, you can write programs in BASIC that are almost as fast as ASSEMBLY LANGUAGE without having to learn complicated assembly codes! Just write your program in BASIC like you always do, being careful to use ZBASIC II's syntax differences and you can create programs running up to 100 times faster than BASIC! You can also load old programs you have made or bought, and with some changes, (depending on the program and your memory size), you can make them run much faster! But WATCH OUT! THEY MIGHT BE FASTER THAN YOU WANT!

ZBASIC II is an interactive compiler!! This means there is no need to load time consuming Linker loaders, Subroutine packages, or other modules. It works in conjunction with your BASIC program to make ZBASIC II's ease of use unsurpassable by any other compilers!! Jumping back and forth between your BASIC program and the compiled program is as easy as typing X=USR(0)!

ZBASIC II allows use of all of BASIC's Variable names, INCLUDING: ARRAYS in INTEGER and STRINGS. BASIC'S type of Single and Double precision are not supported. (BUT READ FURTHER)

After compiling a program you may:

1. Save it to Disk or Tape (With relocate option)
2. Relocate it to another place in memory
3. Return to your BASIC program
4. Run the compiled program. (With options to return to your BASIC program for debugging without having to save modules and load modules!!)

NO OTHER COMPILER OFFERS YOU AS MANY OPTIONS OR IS AS EASY TO USE AS ZBASIC II.

OTHER FACTS ABOUT ZBASIC II

1. ZBASIC II increases program size by about 6%-10%. That means if your BASIC program is 10K, after compiling it will be about 11K (An 890 byte subroutine module is always added. Therefore a 200 byte program will compile to 1100 bytes, but a 20,000 byte program will compile to only about 21,000 bytes etc.)

2. ZBASIC II supports TAPE and DISK sequential files only.

3. BASIC programs compiled with ZBASIC II are between 10-100 TIMES FASTER!!

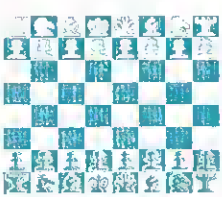
4. THERE ARE "NO ROYALTIES" IMPOSED ON PROGRAMS MADE WITH ZBASIC II.

5. Compile times are typically less than 30 seconds.

6. Existing BASIC PROGRAMS may be loaded from TAPE or DISK and compiled AS LONG AS ZBASIC II SYNTAX IS FOLLOWED.

7. ALL BASIC VARIABLE NAMES SUPPORTED IN INTEGER AND STRING, (Including ARRAYS in INTEGER and STRING in any dimension) (ZBASIC II DOES NOT SUPPORT BASIC'S SINGLE OR DOUBLE PRECISION. USE ZBASIC'S ULTRA-HIGH PRECISION!)

8. ZBASIC II programs can be called from BASIC with the USR function just like any other machine language program



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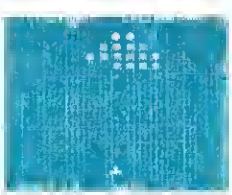

HEY! WHAT ABOUT SINGLE AND DOUBLE PRECISION????

ZBASIC II has a nice way of doing high precision ADD, SUBTRACT, MULTIPLY AND DIVIDE! All you have to do is do these math functions in STRINGS!! Numbers like 23,000,000.9312 can be used with a very small amount of modification to existing programs. ZBASIC II adds one command to BASIC to allow you to do BCD math in STRINGS. This extra command is the "∂" symbol. You may still use REGULAR STRING ADDITION just by leaving out the "∂" sign.

EXAMPLES:

```
5  A$="100000.25": B$= "2000000.25"
10 ∂ N$=A$+B$: REM (N$=A$+B$ IN BCD
MATH. The "∂" sign tells it to do math addition, not
regular string addition. In the above example:
      N$= "2100000.50"
20 B$="123412.122312": Z=10000. D=2:
   A$="5000.2"
30 ∂ B$=B$+STR$(Z):REM ADDS B$
   (123412.122312). TO THE INTEGER "Z"
   TO MAKE B$="133412.122312"
40 ∂ A$=A$/STR$(D): REM MAKES A$="2500.1"
```

In many ways this mode of math is more precise and accurate than BASIC's Double precision!! So you see with ZBASIC II you no longer have the limitations of the old ZBASIC I or other compilers costing 3 times as much!!!

ZBASIC II does not support all functions of BASIC. Commands like LLIST, EDIT, TRON, TROFF, ON ERROR GOTO, ERL, ERR, LSET, RSET, CSAVE, CLOAD, LOAD, SAVE, RENUM, DELETE, MKI$, MKS$, MKD$, CVI, CVS, CVD and other commands pertaining to RANDOM ACCESS FILES, DIRECT BASIC COMMANDS, commands relating to BASIC's SINGLE OR DOUBLE PRECISION and some MATH commands are not supported.

Some commands in ZBASIC II don't do the same thing as BASIC. For instance, STOP tells BASIC to STOP. STOP tells ZBASIC II to return to BASIC. END tells ZBASIC II to return to DOS READY. In some ways the commands are enhanced versions of BASIC's regular commands.

Below is a sample listing of a program compiled from BASIC. Look at the speed increase and decide for yourself if you'll be satisfied with SLOW BASIC PROGRAMS any longer!!

```
10 CLS:DEFINTA-Z:PRINT "HIT ENTER TO BEGIN"
   INPUTA$:CLS
20 PRINT "RUNNING SPEED TEST ...."
   FORH=1TO10:
PRINT "BEGINNING PASS#";H:FORX=1TO1000
   K=L+1: K=K+2000-100/RND
   (2300)-1995
30 NEXTX:PRINT "PASS#";H; "IS COMPLETED"
   NEXTH:STOP
```

RESULTS:

BEFORE BASIC

PROGRAM SIZE: 0180
EXECUTION TIME: 5 minutes 42 seconds

AFTER ZBASIC II

PROGRAM SIZE: 1098
EXECUTION TIME: ZERO minutes 32 seconds

PROGRAM SPEED WAS INCREASED BY 10.76 TIMES! CAN YOU IMAGINE THE SPEED INCREASES IN LARGER PROGRAMS!!

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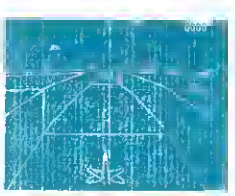

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Adventure
BY Scott Adams

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MODEL 2
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APPLE
ATARI
PET
SCORCERER

Adventure by Scott Adams is like no other program you have ever seen! Inspired by the large Adventure game found on big computers in the last few years, it will run on your 16K Home Computer! This is one game you will NOT master in an hour and then lose interest in! Adventure *is a machine language program using all 16K of your computer.* Adventure supports your optional lower case hardware and has a unique split screen video driver with blinking cursor! *

Adventure is so fantastic that the author was asked to speak on it at the Personal Computer Festival of NCC '79! Adventure was also the cover feature of the August 1979 issue of *Creative Computing*! Adventures are very addicting!

0.† **"SPECIAL SAMPLER"** - Never tried Adventure? This special inexpensive sampler complete with 3 Treasures is a cut-down version of our large Adventureland. Guaranteed to supply hours of enjoyment: Try an Adventure today!

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2.† **PIRATE'S ADVENTURE** - "Yo ho ho and a bottle of rum..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover Long John Silver's lost treasures? Happy sailing, matey . .

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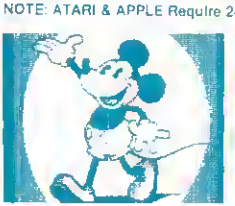
* NOTE: ATARI & APPLE Require 24K

† Recommended for the novice Adventurer, with many built in HELPS!



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By Scott Adams

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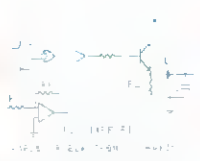

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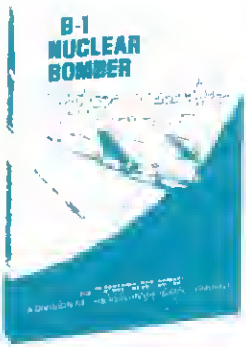

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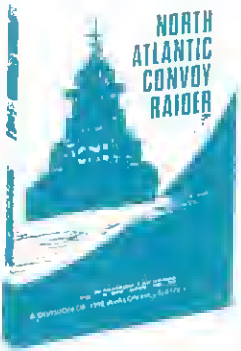

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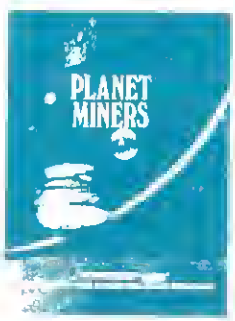

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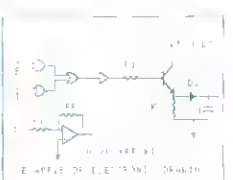

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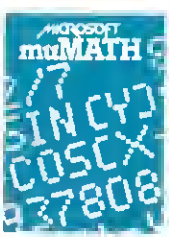

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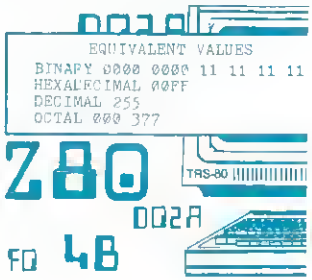

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2. Build your own functions! DFN etc.
3. Use hex or octal directly!
4. A hex to dec conversion function!
5. Use 10 USR functions!
6. Do keyboard INPUT from CASSETTE!
7. Keyboard debounce included
8. All functions take less than 1K!

Comes complete with documention, sample listings etc!

Cat. # 0077R ..... 6 oz. 24.95

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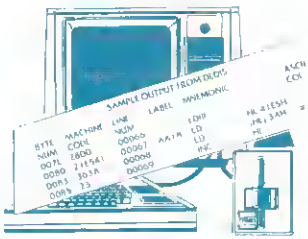
Super Disassembler!

TLDIS & DLDIS

(TAPE VERSION) (DISK VERSION)



These two disassemblers are the finest we've ever seen. Now you can disassemble those troublesome machine language programs and make some sense of them!

You also get full labeling! The output is almost identical to hand assembled code, including labeling! Labels are AA00, AA01 etc

The disassembled code may be saved to tape or disk and **is fully compatible with Radio Shacks "EDTASM" program**!! This program is also **Self-relocatable**, so it doesn't get in the way!

Cat. # 023OR (TLDIS) Tape ..... **6 oz.** **14.95**

Cat. # 023ORD (DLDIS) Disk .... **6 oz.** **19.9**

UTILITY I:

Includes **RENUM**: Renumber any basic program. **DUPLIK**: Copy any machine language, BASIC or assembler tape, and even copy level I to LEVEL II!

Cat. # 0081R ..... **6 oz.** **9.95**

UTILITY II:

Includes **CFETCH**: Merge BASIC programs with machine language programs! **CWRITE**: Combine subroutines that work in different memory locations into one program! CWRITE works with BASIC and/o one or more machine language subroutines!

Cat. # 0076R ..... **6 oz.** **9.95**

IRV

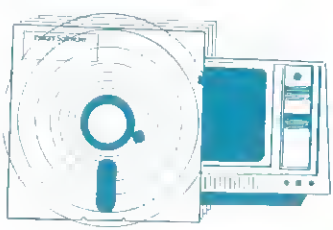
IRV is one of the most powerful utility programs available! Turns your keyboard into a SUPERKEYBOARD! IRV allows you to have single keystroke programming. IRV comes with its own keyboard definitions or up to 255 characters you assign to a single key! Functions such as RUN, LIST, LPRINT, STRING, EDIT etc, may be entered with one keystroke!! (Disk compatible)

Cat. # 025OR ..... **6 oz.** **24.95**

Disk Scope

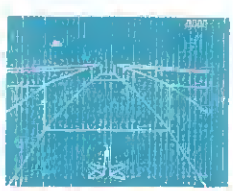
Need to check out a disk? Use DISK SCOPE! Disk scope allows you to look directly at your disk and see what's there REGARDLESS OF PASSWORDS! Included is a program to tell you the passwords of files or programs! Also find out exactly how much RAM a file takes. If you use a disk you need DISK SCOPE!

Cat. # 0139RD (Disk Based) ..... **6 oz.** **19.95**



Use our toll free number

(800) 528-1149



Application Software

Bowling League Secretary

This is one of our best selling programs! The package is simple to operate and provides a dynamic reference to all the names of individual bowlers, their team numbers, scores, team names, league data, and all necessary team data! The system is highly adaptable to 17 different scoring options that allow you to custom tailor the program to your needs! Do in minutes what took 6 or 7 hours to do in the past!

Requires a TRS-80 or PMC-80 16K, LV II and 16K expansion interface and 1 disk.

Cat. # 0095RD (disk based 32K) ..... 24 oz 49.95
Cat. # 0056R (tape based for 16K Level II & Printer) ..... 16 oz 24.95

Word Processing: The Wordslinger!

The finest tape based **Word Processor** around! Great for business or personal correspondence. Requires 16K Level II TRS-80 or PMC-80 and a printer of course

Cat. # 0129R ..... 6 oz 29.95

QSL Manager

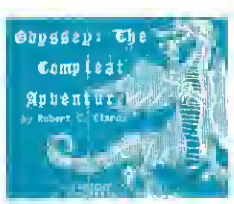
Cat. # 0151RD (disk based) ..... 6 oz 19.95

Ham Package I

Cat. # 0007R (tape) ..... 6 oz 7.95

Electronics I

Cat. # 0008R (tape) ..... 6 oz 7.95



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BPA - BASIC Programming Assistant

The BASIC programming assistant utility program helps you code and debug BASIC Programs! BPA helps you control and track variables, BASIC words and line numbers in your programs. It reduces significantly the time and effort it takes to write a BASIC program.

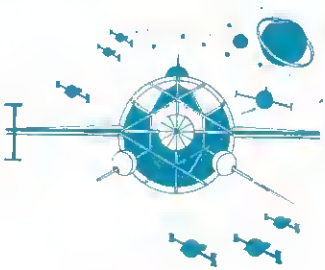
BPA does 3 things for you:

1. BPA will list variables used in a program. You can have BPA list any particular variable, list all variables, or list multiple letter variables that begin with a certain character or letter. It will also list the line numbers where that variable is located!
2. BPA will provide a CROSS-REFERENCE list of line numbers with GOTO's, GOSUB's etc!
3. BPA will list the line numbers where a certain BASIC word is used! Like INPUT, GOTO ETC!

ALSO: (DISK COMPATIBLE. NEWDOS AND TRSDOS) Minimum 16K Level II

Cat. # 0203R (Tape) ..... **6 oz.** **14.95**

Space Simulations



Ball Turret Gunner

Mission: Destroy the GNAT fighters! Use your quick reactions to get the enemy in your sites then FIRE! "No personal consideration should stand in the way of public duty!". Fantastic graphics and sound!

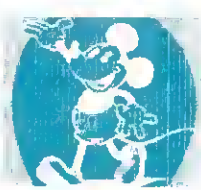
Cat. # 0051R ..... **6 oz.** **14.95**

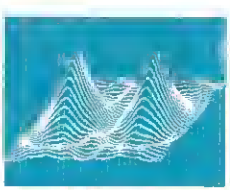
Cosmic Patrol

WARNING: Players of this game should be prepared for a state of realism hitherto not available on the TRS-80!

This machine language program is not just another search and destroy program! It is the best arcade game of its genre! Sensational graphics and sound!

Cat. # 0223R ..... **6 oz.** **14.95**





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Flight Simulations

Flight Path

This program lets you experience all aspects of modern aviation! THREE PROGRAMS!

1. **Mountain Pilot:** Bush pilot training!
2. **O'Hare:** An exciting Air Traffic Controller Program!
3. **Precision Approach Radar:** Combine the skills of Pilot and Air Traffic Controller!

Cat. # 0171R ..... 6 oz. 12.95

Jet Fighter Pilot

This program takes you as close as possible to combat flying without pulling G's! Takeoff from either the deck of an aircraft carrier, (Via steam catapult) or from an airfield. All controls respond like a real fighter jet! Use your tail hook for carrier landings etc. A great simulation!

Cat. # 0159R ..... 6 oz. 15.95

Night Flight

The dreaded AXIS battleship, the Bismarck, has broken out of the North Sea and is now somewhere in the North Atlantic! Your mission is to make a Night Photo reconnaissance flight over the Bismarck! Take-off, fly and land a propeller driven aircraft! The instructions will practically teach you to fly!

Cat. # 0117R ..... 6 oz. 9.95

Home Entertainment

MIND WARP

Are you a problem solver? Here are two good ones!
MIND TWIST: Mastermind type game
MIND BENDER: Multi level mind blower!

Cat. # 0118R ..... 6 oz. 9.95

DAREDEVIL

6 programs!
1. SKI RACER 2. BOBSLED 3. INDY-80 4. AERO TARGET 5. AUTO RACE 6. RACE All 6 games only 9.95!

Cat. # 0082R ..... 6 oz. 9.95

OIL TYCOON

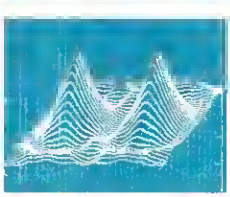
Financial Mania!

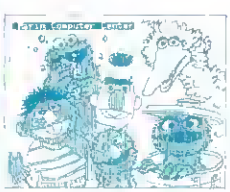
Cat. # 0023R ..... 6 oz. 7.95

SANTA PARAVIA AND FIUMACCHIO

One of the best sellers!

Cat. # 0043R ..... 6 oz. 9.95





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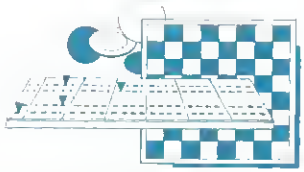


Your Cribbage and Checkers Partner

The computer is your adversary in both of these popular games!

Cat. # 0068R ..... **6 oz.** **9.95**

WINNERS DELIGHT

4 programs!
1. AMAZING 2. JUNIOR CHECKERS 3. JUMBO JIGSAW 4. THIRTEEN WAYS

Cat. # 0124R ..... **6 oz.** **9.95**

Chessmate 80

Ten levels of play, from blitz to infinity! This program battled SARGON II to a draw at two minutes a move! It beat MICROCHESS 1.5 in 6 moves!

Cat. # 0057R (16K Level I or II) .. **6 oz.** **19.95**

BATTLEGROUND

It's you against an adversary. Deploy your forces over the battle area to beat your opponent! Requires manipulation of tanks, troops, vehicles, weapons etc. Learn the massive responsibilities of a general!

Cat. # 0141R ..... **8 oz.** **9.95**

SKIRMISH-80

4 Games!
1. MISSION IMPOSSIBLE 2. TRAP 3. WIPEOUT 4. BLOCK-EM

Cat. # 0070R ..... **8 oz.** **9.95**

IQ TEST

Ever wonder what your IQ is? Here is a chance to find out in the privacy of your own home!

Cat. # 0157R ..... **8 oz.** **9.95**

BODY BUDDY

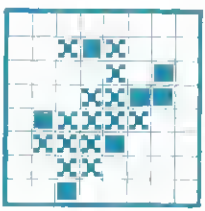
Get to know the inner you. Use this package to learn your caloric needs to set a weight loss program. Includes: **Adult Caloric Requirements - Flexi-Diet - Anatomy Quiz**

Cat. # 0109R ..... **8 oz.** **9.95**

Othello

Pit your skills against this merciless computer opponent!

Cat. # 0046R .... **6 oz.** **9.95**



INVESTORS PARADISE

Imagine you've been given a large sum of money and have the opportunity to make a killing on the Stock Market! Includes:

STOCK TREK: This is a stock market simulation where you and up to five other investors buy and sell stocks. Program has an automatic ticker tape and lots of other neat features!

SPECULATION: This program goes a step beyond mere simulation! You enter the financial data on up to 25 real companies and start playing the market! You'll be able to compare how you did on the market compared to your portfolio etc.

Cat. # 0125R ..... **8 oz.** **10.95**

BEGINNERS BACKGAMMON

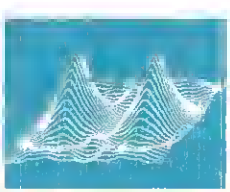
16K Level I or Level II

Cat. # 0004R ..... **6 oz.** **8.95**

DEMO III

9 Games!
1. RACE 1 2. TARGET UFO 3. LIFE 4. RACE 2 5. PHONE # CONVERTER 6. BIORYTHM 7. HORSE RACE 8. DRAWING BOARD 9. 24 HOUR CLOCK

Cat. # 0055R ..... **8 oz.** **9.95**



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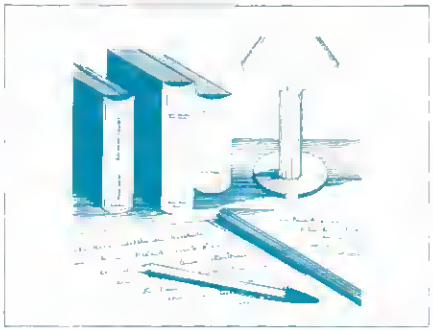
Education

Teachers Aide



Now you can have the benefits of **Computer Assisted Instruction (CAI)** right in your own home! The Teachers Aide Program will let you create a teaching system for any conceivable subject. The program allows you to create a question and answer lesson (you can input up to 8000 characters per session!) You may then save this lesson to disk and create an entire sequence of lessons!

Your lessons can be tailor-made for you or your students. The options available are (1) Review the material, (2) Provide hints to help answer the questions, and (3) Offer a graphic display as a reward for correctly answering all the questions. The Teachers Aide will even allow for spelling errors in the answers!

The **Teachers Aide** package is perfect for parents, teachers and students who need the unlimited patience and undivided attention of a computer. Readin', Writin' and Rithmetic' will never be the same! This package requires the following system:

1. TRS-80 or PMC-80 16K Level II
2. An expansion interface with 16K
3. One disk drive

Cat. # 0214RD (disk based) .... **16 oz** **39.95**

Basic Math Program from EMSI

The **Basic Math** program is a comprehensive math teaching package divided into 6 sections. It is also the best educational software we have seen for teaching arithmetic skills!

The first three programs in the package are:
A. WHOLE NUMBER ARITHMETIC
1. ADDING 2. SUBTRACTING 3. MULTIPLICATION

The fourth program is:
FRACTIONS AND MIXED NUMBER ARITHMETIC.

The fifth is:
LOGIC AND DEDUCTIVE REASONING

The sixth is:
METRIC TO ENGLISH CONVERSION.

You the teacher, can custom tailor any instructions from the menu to make practice or test sessions! It is by far the finest math program available for teachers or parents anywhere! Requires 16K TRS-80 or PMC-80 computer

Cat. # 5002R ..... **24 oz** **80.00**

Everyday Russian

This package is second in the Russian language series. Everyday Russian will acquaint you with the words for various foods, places to eat, signs, and names of stores etc. There is a quiz for various parts of the program to test your knowledge. You can even practice typing in Cyrillic!

Cat. # 0137R ..... **6 oz.** **9.95**

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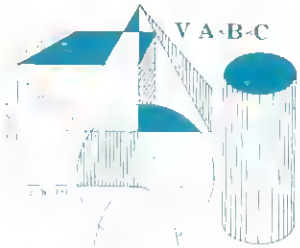
Beginners Russian

Learn Russian on your computer! This program will put you well on the way to mastering this vital language. The three programs in this package will give you on screen displays of the Cyrillic Letters, detailed instructions on their proper pronunciation and exercises that will have you recognizing and speaking simple Russian words.

Cat. # 0136R ..... 6 oz 9.95

Both Russian Packages on Disk:

Cat. # 0212RD (32K, One Disk) .... 8 oz 25.95



Archimede's Apprentice

Volume: The amount of space enclosed in three dimensions. Formula: A set of algebraic symbols expressing a mathematical rule. This program will teach you the formulas used to find the volume of any solid object! This program covers parallelopipeds (cubes and rectangular solids), prisms, pyramids, cylinders, cones and spheres. An excellent supplement to any course in Geometry! Full graphics!

Cat. # 0092R ..... 6 oz 9.95

Other Educational Programs

Surveyors Apprentice

Cat. # 0127R ..... 6 oz 9.95

Typing Teacher

Cat. # 0099R ..... 6 oz 9.95

Grade Book

Cat. # 0050R ..... 6 oz 9.95

Wordwatch

4 Programs -
Word Race, Hide-n-Spell, Spelling Bee, Spelling Tutor

Cat. # 0111R ..... 6 oz 9.95

Teacher

Cat. # 0065R ..... 6 oz 9.95

Video Speed Reading Trainer

Cat. # 0100R ..... 6 oz 9.95

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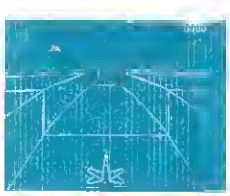


Business

Executive Expense Report Generator

Will take care of all your business expenses after that heavy trip to Las Vegas!

Cat. # 0135R ..... 6 oz. 9.95

Sales Analysis

If your business is sales, whether you're a salesperson or salesmanager, you're faced with some unique problems! How do you keep track of your day to day work, in what areas can you improve your sales techniques? This package is divided into several modules:

SALES ANALYSIS: Provides guidelines to determining an individuals sales performance, to analyze this performance and show where it can be improved.

DATA STORAGE: Stores data in an automatic processing ledger. This will keep names, addresses, phone numbers, appointment dates, etc. in one convenient location, ready for easy reference.

MANAGEMENT ANALYSIS: Take all the sales records from a group and find out who needs training, who is doing the best and where the best areas for improvement lay.

MARKET ANALYSIS: Where determined sales efforts will produce the most good!

Cat. # 0131R ..... 16 oz. 25.95

Check Management System

This system was designed for the small business checking account, as a system for maintaining check records and writing checks on a printer.

This program will do all the arithmetic for you, maintain a constant running balance, and, if you make a mistake, allow you to correct records without having to go through all the checks. A code command search routine allows you to print out all checks made to special accounts.

Requires the following system: TRS-80 Level II 16K, Expansion interface, 2 disk drives, tractor feed printer.

Cat. # 0147RD (disk based) ..... 1 lb 39.95

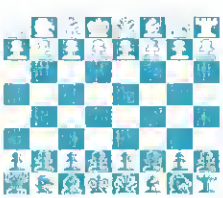
Oracle-80

Oracle 80 will provide you with business analysis and forecasting capabilities previously available to only large time sharing systems. Oracle 80 is a flexible, professional time series analysis and forecasting package that can be used in sales analysis and forecasting, product planning, business planning etc. Investors can analyze stocks, company trends and growth rates. Financial managers and economists can analyze the general economic climate and investigate business cycles. Even families will find Oracle 80 useful in analyzing spending or energy consumption trends. Even though this program uses advanced statistical analysis, you don't have to understand statistics to use it. Features include:

1. Automatic scaling
2. Choose several output formats
3. Graphing capabilities to screen or printer!
4. Easy to use.
5. Full editing features!

Oracle 80 is one of the most powerful and useful business tools you will ever use. It puts the Future in your hands! Requires: TRS or PMC-80 16K LV II, Expansion interface 16K, 1 or more disk drives, optional printer.

Cat. # 0152RD (disk based) ..... 12 oz 99.00
Cat. # 0152R (tape based) ..... 12 oz 75.00



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Accounts Receivable

Accounts Payable

Now, combined in one package, a complete Accounts Receivable/Accounts Payable system! This program will handle all the drudgery involved in AR/AP entries. They will also provide you invoices, statements and address labels for each account, not to mention reports for all charges, payments and sales.

Each program is capable of handling up to 1500 entries per month, posted to as many as 760 accounts. If you need to handle more accounts, you can divide them into as many groups as necessary and have a set of data disks for each group.

The Accounts Receivable program can print invoices, statements, and address labels for each customer. It will also generate a Month End Report, a customer Activity Report and a Daily Sales Report.

The Accounts Payable program will generate a Month End Report, and Account Report a Daily Activity Report and a Check Payment Report.

The AR/AP package is ideal for any small business. The programs are easily used by anyone familiar with AR/AP operations, and all functions are chosen from an on screen menu. This package can print your companies letterhead onto a plain, fan folded paper for invoices and statements. This saves you the cost of custom finished forms.

This AR/AP package requires the following system.
TRS-80 or PMC-80 Level II 16K. Expansion interface with 16K memory or more. Three mini disk drives, a Tractor feed printer or equivalent, as well as TRSDOS, NEWDOS or NEWDOS 80.

Cat. # 0075RD (disk based only) ..... **16 oz** **199.95**

Mail List

from Galactic Software Ltd.

A Mail List program for the TRS-80 Mod I or PMC-80 or the TRS-80 Mod II Computers.

This is the finest mail list system available for any of the above computers. All versions are the same except the Mod I/PMC-80 version (5000RD) uses 5 inch drives and the Mod II version (5001RD) uses the 8 inch drives.

With the 35 track drive you can store up to 600 names per disk without DOS and 300 more on drive 0. (with double density double that amount! With 80 track DD Quadruple that amount!) With the 8 inch drive you can store up to 2500 names per drive. The program maintains separate alphabetical and Zip Code files under constant sort. When you add a name to your list it will be inserted in the correct position. You will **never have to sort your list**. It will always be ready to print labels! The Mail List program will record your data in nine fields: Two for NAME, and one each for ZIP CODE, PHONE NUMBER, PHONE EXT., and FIVE CHARACTER CODE FIELDS. When you print labels, you have a choice of three different label formats. A three line label, a four line label or a user defined label. In the three and four label and user defined label formats, you may include a message line on the label.

The best feature of this program is the sort process that lets you determine which labels are to be printed. You may specify either Alphabetical, Zip Code order for all or any part of the list. For example, you can print labels for everyone on your list whose name begins with a letter A, or for all those people who have the same Zip Code. You can even print labels for all people whose name is Jones, who are living in a given state or city. Furthermore, you can choose to print labels for any single field (i.e., specific cities, states, phones etc.). You may assign specific codes to any name in the code field. For example, ACT could stand for ACTIVE accounts, INACT could stand for INACTIVE accounts. If you wanted to send a letter to all your inactive accounts, you would specify the code INACT, and labels for inactive accounts only would be printed. When you print labels, you specify up to nine different codes at one time! If your data matches any one of the codes, a label would be printed.

Package 5000RD requires the following system.
1. TRS-80 LV II 16K or PMC-80
2. Expansion interface with 16K or more.
3. One (better if more) disk drive.
4. 80 or 132 column printer
5. TRSDOS 2.3 or NEWDOS etc.

Cat. # 5000RD (MOD I TRS or PMC-80) ..... **16 oz** **99.00**

Package 5001RD for the Model II:
1. A TRS-80 MODEL II with 64K MEMORY
2. Additional drives optional
3. MODEL II TRSDOS 1.2
4. A compatible 80 or 132 column printer

Cat. # 5001RD (MOD II Version) ..... **16 oz** **199.00**

Use our toll free number

(800) 528-1149

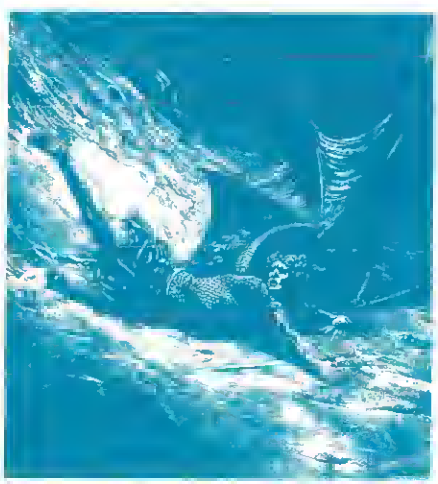
Slaving Too Long Over A Hot Computer?

Automated Simulation

Best selling games with fantastic graphics and multiple scenarios!

Cat #	Description	Wt.	Med.	Price
7510	Temple of Apshai	16 oz.	Disk	$29.95
7520	Hellfire Warrior	16 oz.	Disk	$29.95
7530	Startleet Orion	16 oz.	Disk	$24.95
7550	Rescue at Rigel	16 oz.	Disk	$24.95
7560	Morloc's Tower	16 oz.	Disk	$19.95
7570	Datestones of Ryn	16 oz.	Disk	$19.95
7710	Temple of Apshai	16 oz.	Tape	$24.95
7720	Helltire Warrior	16 oz.	Tape	$24.95
7730	Startleet Orion	16 oz.	Tape	$19.95
7740	Invasion Orion	16 oz.	Tape	$19.95
7750	Rescue at Rigel	16 oz.	Tape	$19.95
7760	Morloc's Tower	16 oz.	Tape	$14.95
7770	Datestones of Ryn	16 oz.	Tape	$14.95

Automated Simulations are fantastic games!



AUTOMATED SIMULATIONS

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Tucson, Arizona 85712

Hayden Software

SARGON II: The finest **CHESS** program available for the TRS-80 or PMC-80!! This program has beaten giant main frame computers!! It is excellent for teaching CHESS also. Has seven skill levels, (ply searches), and can be set to blitz speed, 2 minutes a move, (competition play), or even at postal chess speeds, (up to a couple of days calculating!). At level 5 we've seen it calculate all MATE IN 5 positions!! Without a doubt the finest CHESS program for the TRS or PMC-80!

Cat. #03403 tape, 16K LV II ..... 16 oz. **$29.95**

Cat. #03408 disk, 32K, 2 disk ..... 16 oz. **$34.95**

General Mathematics: Basic Math Tutorial
Cat. #01103 ..... 6 oz. **$14.95**

Complex Mathematics: Math Tutor
Cat. #01203 ..... 6 oz. **$14.95**

Microcomputer Aided Design of Active Filters
Cat. #01403 ..... 6 oz. **$16.95**

Micro Typing Tutor
TRS/PMC-80 16K Tape
Cat. #02403 ..... 6 oz. **$11.95**

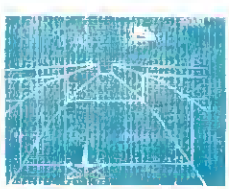
Backgammon
Cat. #02503 ..... 6 oz. **$10.95**

Batter Up: Super baseball!!!!
Cat. #02803 ..... 6 oz. **$10.95**

Blackjack Master: A sensational Simulator/Tutor. This game will teach you how to beat the dealer!
Cat. #05308 ..... 6 oz. **$29.95**

Starclash: Super space game!!
Cat. #05903 ..... 6 oz. **$24.95**

Royal Flush: Poker simulator!
Cat. #07103 ..... 6 oz. **$14.95**



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Programma Software

ANYSORT 3: Anysort 3 is a disk based data base. Field size and sort keys are user defined. Numeric calculations and printer formatting are also included. A fine data base manager for all computer users. 32K, 1 disk req.
Cat. # TR001 ..... 16 oz. 29.95

ARITHMETIC: This program has been designed to aid your child in learning to Add, Subtract, Multiply and Divide.
Cat. # TR002 ..... 8 oz. 6.95

COMPUTER MIND READER: Yes, your computer can read your mind! You think of a number, the computer will ask some questions then tell you the number!
Cat. # TR003 ..... 8 oz. 6.95

CONCENTRATION: This program tests your memory. Great Fun.
Cat. # TR004 ..... 8 oz. 6.95

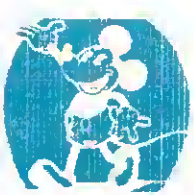
O.O.F.: Making copies of machine language programs is easy with this great program.
Cat. # TR008 ..... 8 oz. 12.95

HUNT: This program is the first of its kind! It lets you design your own Adventure games! Use your imagination to boggle your friends! This META-game makes any Adventure to your specifications. Requires 32K, 1 disk.
Cat. # TR012 ..... 8 oz. 24.95

KEYBOARD: Turn your keyboard into a musical instrument! By connecting an amplifier (from Radio Shack for 9.95), to your cassette output you can play music from your computer.
Cat. # TR013 ..... 8 oz. 12.95

P.I.E.: Programmas Improved Editor is a super text editor for tape based systems! Edit basic programs, type letters etc. P.I.E. makes your computer easier and more fun to use.
Cat. # TR021 ..... 8 oz. 19.95

TIELINE: Tieline is a disk based **Communication Package** that lets your TRS or PMC-80 function as either the host computer or a remote terminal. Baud rate and duplex functions are software controlled, making this the most flexible system to date. The data communications handbook is included. Requires 32K, 1 disk.
Cat. # TR006 ..... 16 oz. 24.95



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More TRS-80/PMC-80 Software From Acorn

Software Products, Inc.

CAT.#	DESCRIPTION		MEDIUM	PRICE
7106	Basketball	8 oz	Disk	$20.95
7150	System Savers	8 oz	Tape	$14.95
7156	Basketball	8 oz	Tape	$14.95

Superscript

by Richard Wilkes

For Use With Lower Case Modification Makes It Better.

SuperScript is a series of machine language programs which permanently customize Scripsit* so that a number of additional features are available These include:

Ability to get directory or to kill files from within SuperScript. TRSDOS or NEWDOS can read SuperScript files. Text can be inserted into unjustified lines during printout e.g., inserting a name after "Dear" and before the colon. For this purpose a lowercase driver is included.

On printers that can backspace, underlining and slashed zeroes (Ø) are options. On Diablo and NEC printers, one can superscript, subscript, underline, boldface and select 10/12 pitch.

Serial and parallel drivers are included on the disk. You can customize these drivers for use with other types of letter quality printers. The serial drivers are included which use the ETX/ACK protocol for 1200 baud communications. Furthermore, printer drivers can be protected in high memory.

The "L" command used to load a file now requires a filespec to avoid destroying text buffer if the question mark is omitted from the "L" command.

Available on disk for TRS-80* Level II with 32K, one disk drive and lower case modification for $29.95. See your dealer for this and other quality Acorn Programs.

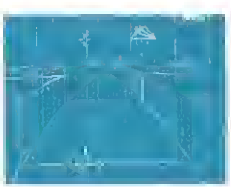
*TRS-80 is a trademark of Tandy Corp.

With SuperScript, one can underline, boldface, insert text, slash Ø's, subscript, set 10 pitch, set 12 pitch and of course SuperScript.

One can even get a Directory (?D) and can also kill a file (Command K).

SuperScript has drivers for serial and parallel printers.

7120	Superscript	8 oz	Disk	$29.95



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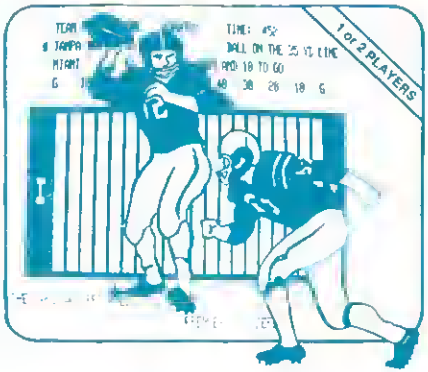


Pigskin

by John Laurence, Rick Sothen, Walter Gavenda

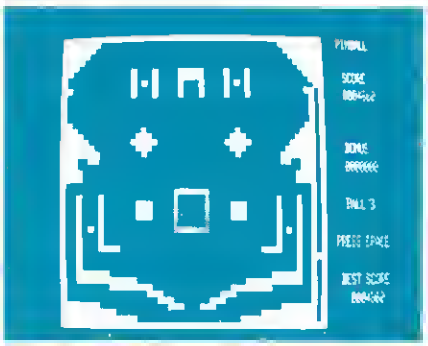
Don't Get Enough on Sunday?

With Pigskin you work on your offense and defense any day you choose. This football game for the TRS-80* has most of the elements of the games you watch every weekend. But in Pigskin you call the plays, watch the thirty-second clock, and get graphic display of the field, the ball, and statistics on the scoreboard. Pigskin has eleven offensive plays and seven defensive formations.

You compete against a friend or battle against the program in Pigskin. If you go against the program, there are five levels of difficulty. And they aren't easy. You can even save a game if you need to go out for beer!

Acorn produces several games for the TRS-80*. These include Pinball, a graphic arcade-like game; Invaders From Space, a fast action program with sound; Quad, a three-dimensional strategy game; and Gammon Challenger, the popular backgammon program. Each is available at only $14.95 on tape and $20.95 on disk for a 16K, Level II TRS-80*. Ask for these and other quality Acorn programs at your local computer store.

*TRS-80 is a trademark of Tandy Corp.



Pinball

by John Allen

Bust Your Bumpers!
Tape or Disk with Sound

Get yourself addicted to this exciting real-time game. Written in machine language, Pinball is just like the games you play in the arcades. Lots of sound and flashing graphics with runs, rollovers and bonus points.

Arrow keys serve as flippers. The space bar puts the ball into motion either fast or slow as you choose. Other speed variations occur as a result of contact with features on the screen. Watch out for the sudden appearance of the "Bermuda Square!" Being trapped inside will alter your speed. Each hit in the square brings extra points.

Put your flippers in motion—it's time for Pinball! On Cassette $14.95, on diskette $20.95.

Acorn produces several games for the TRS-80*. These include: Codebreaker, Star Warp & Lunar Lander, Word Challenge, Bandito, Block'em and Ting-Tong priced at $9.95. Pigskin, Invaders From Space, and Quad are available for $14.95. Ask for these and other quality Acorn programs at your local computer store.

*TRS-80 is a trademark of Tandy Corp.

7104	Pigskin Disk	8 oz	$20.95
7154	Pigskin Tape	8 oz	$14.95

7103	Pinball Disk	8 oz	$20.95
7153	Pinball Tape	8 oz	$14.95

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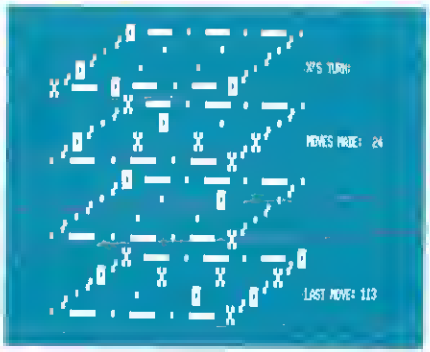


Quad

by Charles Asper

Tic-Tac-Toe, FOUR in a row? That's only one of differences with Quad. Acorn's challenging three dimensional game. A graphically represented cube, four rows by four columns by four levels, Quad gives you 64 different playing positions for your X's and O's, and 76 different winning four-in-a-row combinations.

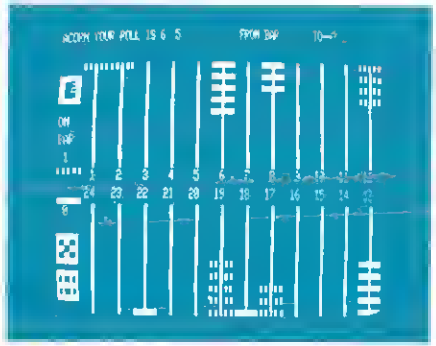
Play Quad against your computer or a friend, against the computer, there are four levels of difficulty available. You can rotate the cube six different ways to get a new perspective (or confuse your opponent!). For even more challenge, set the built-in game clock — it'll forfeit your move if time runs out!

Available for Level II, 16K. $14.95 for tape, $20.95 on disk.

These are just two of Acorn's wide selection of game, utility, educational and business programs for the TRS-80*

*TRS-80 is a trademark of Tandy Corp.

7105	Quad Disk	8 oz	$20.95
7155	Quad Tape	8 oz	$14.95



New, Semi-Compiled Version! Gammon Challenger

by Ray Daly & Tom Throop

The backgammon player featured in *Personal Computing* (August 1979) is now back in a faster, even better version! The game logic of the new Gammon Challenger has been compiled to machine language for extra speed, and there are more special features than ever.

Choose one of three levels of play, but don't get too ambitious — Gammon Challenger will put your skill to the test at all levels. For serious players, the "doubling cube" option can be used for added excitement. There are other computer backgammon games, but none quite like Gammon Challenger. Supplied on tape for $14.95. Requires Level II, 16K.

7157	Gammon Challenger Tape	8 oz	$14.95

Use our toll free number

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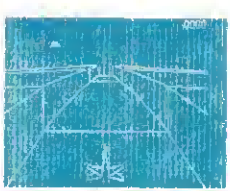
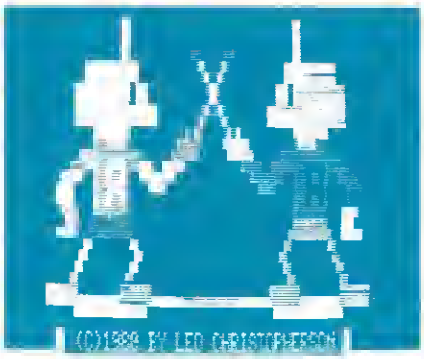




New! Duel-N-Droids

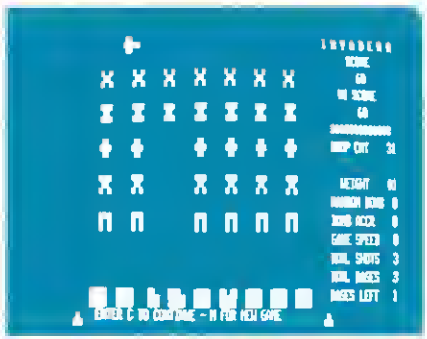
by Leo Christopherson

Your 'droid has already learned NIM, so now it's time to teach it how to wield a laser sword! Leo Christopherson, author of "Android NIM," "Dancing Demon" and other animations, has developed a new type of animation and high-quality sound in this, his latest work.

Your 'droid starts out as a lowly clown. You teach it how to use a laser sword by controlling its movements in battle with the computer's apprentice warrior. After training it to be a "Grand Master," you enter the tournament against the program's skilled 'droids!

To win the tournament, your 'droid must successfully compete against several opponents of varying skill levels. The battles are fast and furious, accompanied by realistic sound effects, plus tanfares when your 'droid wins—funeral dirges if he loses! Great fun and entertainment for all ages.

Available now for just $14.95 on tape, $20.95 on disk.



Invaders From Space

by Carl Miller

A New Attack is Launched!

A new and faster machine language approach to this classic (and addictive) space game. As you play, the aliens drop bombs, move from side to side, and try to overrun your bases. Hold them off—and score—by shooting them down. But, just as you think you've got the invaders under control, they speed up their action.

In Invaders From Space, you choose the game speed, enemy bomb frequency and accuracy, number of shots on screen and the number of your bases. These choices keep the game fun for all ages and skill levels.

Move your base and simultaneously fire at the invaders—which you cannot do in most similar games. Full sound effects add even more excitement to the incredible speed and action of Invaders From Space.

Available for TRS-80* 16K Level II for only $14.95 on tape or $20.95 on disk.

*TRS-80 is a trademark of Tandy Corp.

7102	Duel-N-Droids Disk	8 oz	$20.95
7152	Duel-N-Droids Tape	8 oz	$14.95

7101	Invaders From Space Disk	8 oz	$20.95
7151	Invaders From Space Tape	8 oz	$14.95

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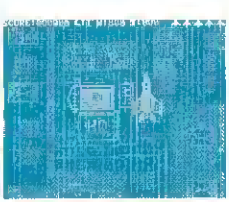


Galactic Saga

From Broderbund Software

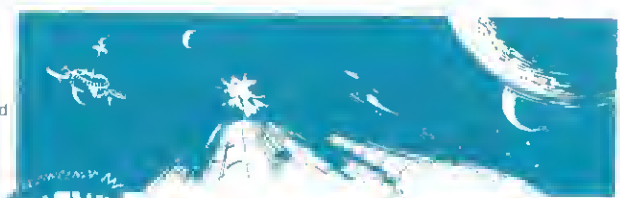
Cat. #

7811 **I GALACTIC EMPIRE** Part one of the famous trilogy. The imutable law of the universe is that man cannot travel faster than light. Thus the genius of military leadership remains unchanged from pre-atomic times. The facility of total planning is the key. Your onboard computer keeps track of scouts, construction crews, orders, maps etc. An unbelievably well done simulation.
16K Level II Tape **14.95**

7812 **II GALACTIC RAIDER** Part two of the trilogy. If military zeal is not your style, if bartering and cutting deals is more your bag then this is the simulation you need. **Real Time** action keeps you on your toes in this **Galactic** mind boggler!
16K Level II Tape **14.95**

7813 **III GALACTIC REVOLUTION** Part three of the trilogy. "Those who make peaceful revolution impossible will make violent revolution inevitable." A prominent Earth leader of the Atomic age. In this realistic simulation players may choose to suppress or ignite the impending revolution. A game for 1 to 3 players with quick pacing and many complex strategies which guarantee hours of entertainment!
16K Level II Tape **14.95**

7800 ***GALACTIC TRILOGY** Galactic Empire, Galactic Raider and Galactic Revolution. 32K Disk **39.95**



7814 **TAWALA'S LAST REDOUBT**
The cruel Tawala has been forced from his throne on the world of Galactica and has fled for his life to the planet of Farside, where he and a small band of adherents prepare to make their last stand. Extreme solar conditions have isolated Farside from the rest of the Galaxy, and so remains to Benthi, leader of the local insurrectionists, to press final assault on Tawala and his minions. Fantastic!!!
16 K Level II Tape **19.95**

— **All above programs are 8 oz.** —

STRATEGIC SIMULATIONS COMPUTER BISMARCK!

A true historical wargame that accurately simulates the epic battle between the awesome German warship and the British Home fleet • Computer controlled map of the N. Atlantic. • Step by step computer regulated play • Hidden movement. • Ship VS Ship combat and shadowing. • Historical set-up of battleships and cruisers • Fire power and damage • two players and Computer as opponent scenarios!

7910 Computer Bismarck Disk ..... **24 oz.** **59.95**
7960 Computer Bismarck Tape ..... **24 oz.** **49.95**

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Big Five Software!

Games from Big Five TRS-80/PMC-80 will turn your computer into a Home Arcade

Super Nova©

If you and your TRS-80 have longed for a fast-paced arcade-type game that is truly a challenge, then **Super Nova** is what you've been waiting for. In this two player machine-language game, large asteroids float ominously around the screen. Suddenly your ship appears and you must destroy the asteroids before they destroy you! (But watch out because big asteroids break apart into little ones.) The controls that your ship will respond to are thrust, rotate, hyperspace, and fire. All right! You've done it! You've cleared away all the asteroids! But what is that saucer with the laser doing? Quick! You must destroy him fast because that guy's accurate!

Cat. # BF1 ..... **8 oz.** **15.95**

Galaxy Invasion©

The sound of the klaxon is calling you! Cruel and crafty invaders have been spotted in battle formation warping toward Earth at an incredible speed. Suddenly, your ship materializes just below the huge flock of invaders. Quickly and skillfully you shift right and left as you carefully fire your lasers at them. But watch out! A few are breaking out of the convoy and flying straight at you! As the whine of their engines gets louder, you place your finger on the fire button knowing all too well that this shot must connect—or your mission will be permanently over! With sound effects!

Cat. # BF2 ..... **8 oz.** **15.95**

Attack Force©

Your TRS-80 screen has been transformed into a maze-like playfield for this game. As your ship appears on the bottom of the screen, eight alien ramships appear on the top. All of them are traveling at flank speed directly at you! Quickly and boldly you move toward them and fire missiles to destroy them. But the more aliens you destroy, the faster the remaining ones become. If you get too good you must endure the wrath of the keeper of the mazefield: the menacing "Flagship." You must destroy him fast because, as you will find out, the guy's accurate! With sound effects!

Cat. # BF3 ..... **8 oz.** **15.95**

Cosmic Fighter©

With thousands of stars whizzing by you, your **Space Destroyer** ship comes out of hyperspace directly under a convoy of aliens. Almost effortlessly, you skillfully destroy every last one. But before you can congratulate yourself, another set appears. These seem to be slightly more intelligent than the first set. Quickly you eliminate all of them, too. But your fuel supply is rapidly diminishing. You must still destroy two more sets before you can dock with your space station. All right! The space station is now on your scanners! Oh no! Intruders have overtaken the station! You must skillfully fire your neutron lasers to eliminate the intruders from the station before your engines run out of fuel and explode! With sound!

Cat. # BF4 ..... **8 oz.** **15.95**

Meteor Mission II©

The second **Big Bang** has occurred and the galaxy is full of stray asteroids and meteors. As you look through your space port you see a belt of asteroids drifting across the screen blocking your path to the safety of the space station above. But be careful because meteor showers, exploding suns and invading aliens may strike your ship and send it hurtling back to ground level. How many times can you and your opponent maneuver through those obstacles before time runs out? With sound effects!

Cal. # BF5 ..... **8 oz.** **15.95**

Specify Mod I, Mod III or PMC-80 16K Level II

ALL PROGRAMS NOW AVAILABLE ON DISK! ADD $5.00
THESE DISK PROGRAMS KEEP A PERPETUAL TALLY OF YOUR SCORES!

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KING OF THE HILL!

We've taken artistic license with our illustration in order to make a point: MYCHESS is the most powerful microcomputer chess program on the market, bar none.

Proof? All you want and then some. For example, MYCHESS was the winner of the "Fifth West Coast Computer Fair". At the "Third World Computer Chess Championship" in Linz, Austria, it was the highest finishing micro... In addition to winning the special Blitz Tournament (5 to 1) against six top players. Add to this its USCF rating of 1565, and you know you're dealing with the King of the Hill.

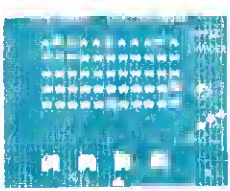
You'll find MYCHESS is the perfect companion or opponent whether you're an advanced player, or starting your first game. For it lets you set the difficulty of the game from level 1 to 9. And, you can change levels of play as you go ... or even change sides. Want to set time limits for moves? MYCHESS can do it. Want to save a game for later? MYCHESS will store up to 6 games. And, for added interest, it will even predict the upcoming line of play.

If you're a player, you'll appreciate the MYCHESS challenge. If you're a beginner, you'll enjoy learning from a master. Either way, when it comes to superior chess, make your move ... to MYCHESS. Available for the TRS-80® with 32K, for $34.95 including disk, documentation and backing by Programma International. Apple version coming soon.

Can **you** beat

MYCHESS

Cat. # MYCHESS (Specify version) ..... 8 oz 34.95



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Combine accurate flight characteristics with the best in animation graphics and you'll have SubLOGIC's

T80-FS1 Flight Simulator

for the TRS-80

SubLOGIC's T80-FS1 is the smooth, realistic simulator that gives you a real-time, 3-D, out-of-the-cockpit view of flight.

Thanks to fast animation and accurate representation of flight, the non-pilot can now learn basic flight control, including take-offs and landings! And experienced pilots will recognize how thoroughly they can explore the aircraft's characteristics.

Once you've acquired flight proficiency, you can engage in the exciting British Ace 3-D Aerial Battle Game included in the package. Destroy the enemy's fuel depot while evading enemy fighters.

Computer and aviation experts call the T80-FS1 a marvel of modern technology. *You'll* simply call it *fantastic!*

Special Features:
- 3 frame-per-second flicker free animation
- Maximum transfer keyboard input
- Constant feedback cassette loader

Hardware Requirements:
- Radio Shack TRS-80, Level 1 or 2
- 16K memory
- *Nothing else!*

Only $25

Cat. # SS3D
8 oz.
25.00

subLOGIC

Creative Computing Air Traffic Controller

Real time machine language game. Learn the difficulties of managing incoming and outgoing aircraft! A real ulcer maker!
16K Level II TRS or PMC-80
Cat. # CS-3006 16K Level II TRS or PMC-80 ..... 6 oz. 14.95

GAMBIET '80

The World's No.1 Microcomputer Chess Program

FACILITIES INCLUDE:
- 6 levels of play from speed chess to tournament level
- Graphic board display
- Chess Clock
- Game record in standard notation on the screen and optionally on a printer
- Board set up for solution of chess problems
- 'Take-back' facility
- Continual display of moves being evaluated by the program
- Mate anticipation

microtrend

TRS-80
Level II
16K
39.95

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Racet Computes:

SUPER DISK UTILITY PROGRAMS FOR BUSINESS AND PROGRAMMING!

DOSORT: SORT/MERGE multi diskette sequential files. DOSORT utilizes a control program written in BASIC with very efficient machine language subroutines for the time critical tasks of sorting and data comparisons. An extended GSF is included which is used to interface between BASIC and machine language programs. A SUPER utility package for the serious TRS-80 disk user.

1. Multi-Volume diskette files are supported.
2. DOSORT can process any data used in standard input/output.
3. Two modes are usable: Multi-mixed array or string modes.
4. Pre-sorted files may be included and files may be spread over several diskettes.
5. DOSORT is self instructing and comes with a comprehensive users manual. Easy!

Cat. # DOSORT 2 Specify 32K or 48K version Model I ..... **1 lb** **35.00**
Cat. # DOSORT 3 Specify 32K or 48K version Model III ..... **1 lb** **45.00**

DSM: SUPER FAST RANDOM ACCESS SORTING FOR MODEL'S I, II or III!

DSM IS POWERFUL:

1. Sorts large multiple diskette files on a minimum one drive Model II or two drives Mod 1 or 3.
2. All records are physically re-arranged. No key files are required.
3. Sorts random files created by BASIC, including files containing sub-records!
4. Sorts on one or more fields in ascending or descending order. Fields are in Binary, String or Numeric.
5. Sorted output can be put in a new file or replace the old file!

DSM is FAST!!!

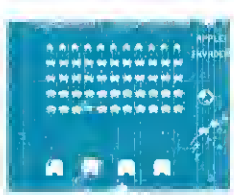
EXAMPLES:

TYPE	FILE SIZE	TIME (seconds)
SORT	16K	33
SORT	32K	49
SORT	85K	173
SORT	170K	445
SORT	340K	1081
SORT	680K	2569

These are times for the TRS-80 Model I. Mod II times are twice as fast!

DSM is easy to use. It is also FLEXIBLE! Comes with complete documentation.

Cat. # DSMMOD I DSM for Model I ..... **1 lb** **75.00**
Cat. # DSMMOD II DSM for Model II ..... **1 lb** **150.00**
Cat. # DSMMOD III DSM for Model III ..... **1 lb** **90.00**



Use our toll free number
(800) 528-1149

LPSPDDL: Super spooling package for the TRS-80 Model I. LPSPOOL allows you to print large text files and use your computer for other processing SIMULTANEOUSLY! That's right! You can now continue programming or running other programs instead of having to wait for the printer! Printout is spooled to disk and then printed out to your serial or parallel printer automatically. Complete documentation included.

Cat. # LSPOOL For Model 1 only ..... 1 lb ... **75.00**

DISCAT: Diskette Catalog Index Program. This program allows users to keep track of thousands of programs in a master catalog for easy access of your diskette library. May be used with TRSDOS 2.3, NEWDOS+ or NEWDOS 80 operating systems. Automatically keeps track of free space, allows printer options. Save catalog to disk etc. A MUST FOR SERIOUS DISK USERS!

Cat. # DISCATMOD I For Model I, 1 disk ..... 1 lb **50.00**
Cat. # DISCATMOD III For Model III, 1 disk ..... 1 lb **50.00**

MAILIST: A Mailing List Database System. Like all the other great programs from RACET, this mailist program is the greatest. Super fast sorts and an ISAM based file system for the fastest accessing times. Duplicate names are automatically deleted, sorts may be made by ZIP, DAT 1, NAME or DAT 2. Allows up to 30 attributes to be specified BY THE USER!!! MAILIST capacity is 600 names for the MOD 1, 1200 names for MOD III and 3500 names for the MOD II. Thirty eight thousand names are possible with RACET HARD/SOFT DISK SYSTEM!

Cat. # MLIST I Mailist for the MOD I ..... 1 lb **75.00**
Cat. # MLIST II Mailist for the MOD II ..... 1 lb **150.00**
Cat. # MLIST III Mailist for the MOD III ..... 1 lb **75.00**

BLINK: Basic Link Utility. Link from one BASIC program to another without losing variables. MERGE/OVERLAY BASIC programs without losing variables. Start execution at any line number on a chained or merged program! BLINK is a small machine language subroutine residing in protected memory. BLINK is given control by a simple USR call to link to the next program. Programs to be merged must be saved in REGULAR FORMAT, NOT ASCII! Now you can create LARGE PROGRAMS EASILY!

Cat. # BLINK 1 Model I Blink ..... 1 lb **25.00**
Cat. # BLINK 2 Model II Blink ..... 1 lb **40.00**
Cat. # BLINK 3 Model III Blink ..... 1 lb. **30.00**

Model II Extended Development System

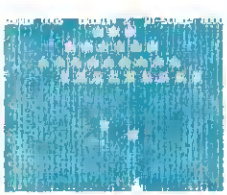
INCLUDES:

MACASM: An extended macro assembler for the Model II. All Mod I commands have been retained, with, of course, the many extras a macro gives. Uploaded source programs for the Model I may be loaded into the Model II with Macasm!

SZAP: Read and modify disk sectors on your Mod II just like you did with Superzap on your Mod I. Includes recovery routines to fix damaged diskettes.

DISZ: Disassembler for the Mod II. Disassemble memory or disk files. Includes 125 page Manual.

Cat. # EXDVPKII Extended Development Package MOD II ..... 3 lbs **125.00**



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4877 East Speedway
Tucson, Arizona 85712

Apple Hardware

SIMUTEK now carries the fantastic Apple II Computer! Apples are in use in thousands of schools, homes and businesses and for good reason. With the Apple's graphics capability, detailed drawings or breathtaking color displays can be developed (in up to 16 colors!). And the Apple's expansion slots turn this computer into a workhorse. With these slots, the user can expand up to hard disk drives, printers, graphics tablets, music synthesizers and a myriad of other devices. Call and ask about the exciting Apple II today!

Cat. #	Description		Price
APII	Apple II (includes Integer Basic) w/48K	20 lbs	$1399.00
APII+	Apple II Plus (the 'plus' is Applesoft) w/48K	20 lbs	$1399.00

Micro Sci Disk Drive

Micro Sci's disk drive family really makes your Apple shine. SIMUTEK offers both the Micro Sci A40 (40 track) disk drive or the A70 (70 track) disk drive. Micro Sci are fully Apple compatible but they offer more convenience, speed and storage than Apple drives. The A40 stores 20K more than an Apple Disk II, and the A70 has twice the storage of a Disk II. The Micro Sci drives also have a convenient jumper that allows switching between 3.2 and 3.3 DOS. And Micro Sci drives are faster than Apple drives. With all this going for them you would expect the Micro Sci drives to cost more. They don't. In fact, they cost less.

Cat. #	Description		Price
MS40C	Micro Sci A40 with controller	8 lbs	549.95
MS40	Micro Sci A40 without controller	8 lbs	449.95
MS70C	Micro Sci A70 with controller	8 lbs	749.95
MS70	Micro Sci A70 without controller	8 lbs	649.95

Apple Disk Drive

For you die hards, we offer the Disk II, Apple's own disk drive for the Apple II.

Cat. #	Description		Price
APDIIC	Disk II with controller and DOS 3.3 & manual	8 lbs	649.95
APDII	Disk II without controller	8 lbs	549.95

Monitor

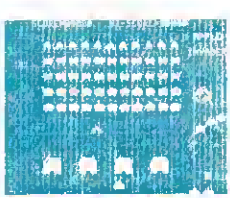
Sanyo's DMC6013 Color Monitor is a high quality color display for use with the Apple or other color computers. Squinting isn't a problem with the large 13 inch tube in this monitor and full color, tint, and brightness controls are mounted in a secret compartment on the front for easy access. The clarity of display has to be seen to be believed. SIMUTEK also offers Amdek displays for monitor shoppers on a budget.

Cat. #	Description		Price
SCM13	Sanyo 13" Color Monitor	25 lbs	499.00
VID100	Amdek 100 black and white monitor	18 lbs	159.95
VID100G	Amdek 100 green screen monitor	18 lbs	189.95

16K Memory

Expand your Apple with SIMUTEK's 16K memory expansion kit. Those programs that were once out of reach because of lack of memory are now in your grasp with this kit. Kits come with static protective padding and full instructions for Apple installation.

Cat. #	Description		Price
AP16K	Apple 16K Memory Expansion Kit	8 oz	25.95



Use our toll free number

(800) 528-1149

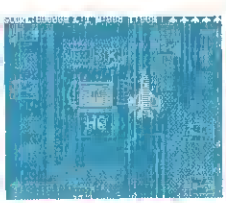
SUP'R'TERMINAL™

SUP'R'TERMINAL IS AN 80 COLUMN BY 24 LINE PLUG-IN COMPATIBLE BOARD FOR THE APPLE II COMPUTER

SPECIFICATIONS & FEATURES

- 80 Columns by 24 lines, upper and lower case; all 128 ASCII characters
- Upper and Lower case data entry using the APPLE II keyboard.
- Includes an Upper and Lower case 5x8 dot matrix ASCII character set, and inverse alpha characters
- Expands existing keyboard for more ASCII characters
- Character set can be user definable
- Includes VBC™ (video balance circuit) which enables the use of displaying 80 columns on an inexpensive 8 MHz CRT monitor
- Works with LEEDEX monitor (version 2.2) and other inexpensive CRT monitors
- Shift Lock Feature
- KEYPRESS function for PASCAL programs supplied
- Works with APPLE PASCAL and APPLE BASIC
- Incorporates PASCAL and BASIC control characters
- Follows protocols of PASCAL and BASIC operating systems
- ALL monitor-type escapes are valid
- Compatible with ALL APPLE II peripherals.
- Effective baud rate greater than 10,000; fast scrolling and clearing
- Can be used with APPLE II communication interface board to act as self contained terminal for time-sharing or other applications. Terminal program supplied when used with a D.C. Hayes micromodem.
- 3K bytes of bank switched static ram
- 2K bytes of ROM
- The only board with continuous direct memory mapped screened ram.
- The only board that interprets VTABS by firmware (version 2.2)
- The only board with an adjustable scrolling window
- The only 80 column board that is synchronous with the APPLE II
- Fully programmable cursor
- Conversion program supplied to modify existing APPLESOFT programs to work with SUP'R'TERMINAL (automatically converts HOME,CALL-936 and VTABS) (version 1.0)
- Works with the new Easywriter and APPLE PI word processors.
- Uses less current on the +5V supply than any other 80 column board
- Works with CORVUS hard disc system

Cat. # AP80COL SUP-R-TERMINAL ..... **1 lb** **349.95**



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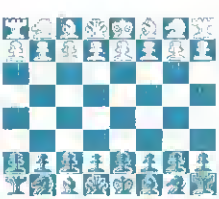


Software for the Apple II and Apple II Plus*

Asteroids in Space™

by Bruce Wallace

An exciting space action game! Your space ship is traveling in the middle of a shower of asteroids. Blast the asteroids with lasers, but beware — big asteroids fragment into small asteroids! The Apple game paddles allow you to rotate your space ship, fire its laser gun, and give it thrust to propel it through endless space. From time to time you will encounter an alien space ship whose mission is to destroy you, so you'd better destroy it first! High resolution graphics and sound effects add to the arcade like excitement that this program generates. Runs on any Apple II with at least 32K of RAM and one disk drive.

Cat. # APASTOD (diskette) **19.95**

Fastgammon™

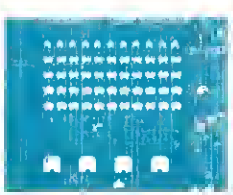
by Bob Christiansen

Sound, hi res, color, and musical cartoons have helped make this the most popular backgammon playing game for the Apple II. But don't let these entertaining features fool you — FASTGAMMON plays serious backgammon. Runs on any Apple II with at least 24K of RAM.

Cat. # APFG-C (cassette) **19.95**
Cat. # APFG-D (diskette) **24.95**

ASTROAPPLE™ by Bob Male. Your Apple computer becomes your astrologer, generating horoscopes and forecasts based on the computed positions of the heavenly bodies. This program offers a delightful and stimulating way to entertain friends. ASTROAPPLE produces natal horoscopes (birth charts) for each person based on his or her birth data. Any two people may be compared for physical, emotional, and intellectual compatibility. The program is written in Applesoft BASIC with machine language subroutines. It requires either RAM or ROM Applesoft and at least 32K of memory.

Cat. # APASTRO-C (cassette) **14.95**
Cat. # APASTRO-D (diskette) **19.95**



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FRACAS™ by Stuart Smith. A fantastic adventure game like no other! Up to eight players can participate in FRACAS at the same time. Journey in the land of FAROPH, searching for hidden treasure while warding off all sorts of unfriendly and dangerous creatures. You and your friends can compete with each other or you can join forces and gang up on the monsters. Your location is presented graphically and sound effects enliven the battles. Save your adventure on diskette or cassette and continue it at some other time. Both Integer BASIC and Applesoft versions included. Requires at least 32K of RAM.

Cat. # APFRAC-C (cassette) **19.95**
Cat. # APFRAC-D (diskette) **24.95**

BENEATH APPLE MANOR™ by Don Worth. Descend beneath Apple Manor into an underground maze of corridors, rooms, and secret passages in quest of rich and powerful treasures. The dungeon complex consists of many floors, each lower level more dangerous than the last. If you can reach the lowest level, you may even find the ultimate object of your quest, the fabled golden apple of Apple Manor. Strategy is extremely important as you deal with a variety of monsters, each with its own characteristics. Written in Integer BASIC with machine language subroutines. Requires Integer BASIC and at least 16K of RAM on cassette or 32K of RAM on diskette.

Cat. # APMAN-C (cassette) **14.95**
Cat. # APMAN-D (diskette) **19.95**

BATTLESHIP COMMANDER™ by Eric Kilk and Matthew Jew. A game of strategy. You and the computer each start out by positioning five ships of different sizes on a ten by ten grid. Then the shooting starts. Place your volleys skillfully — a combination of logic and luck are required to beat the computer. Cartoons show the ships sinking and announce the winner. Sound effects and flashing lights also add to the enjoyment of the game. Both Applesoft and Integer BASIC versions are included. Requires at least 32K of RAM.

Cat. # APCOMM-C (cassette) **14.95**
Cat. # APCOMM-D (diskette) **19.95**

BABBLE™ by Don Worth. Have fun with this unique software. You write a story, entering it as a BABBLE program. As you write the story you specify certain words to be selected by the computer or entered from the keyboard at execution time. Run the program and watch BABBLE convert your story into an often hilarious collection of incongruities. The ways in which BABBLE can entertain you are limited only to your imagination. You can compose an impressive political speech or write poetry. You can plan a dinner menu. You can even form images on the screen or compose musical tunes with the help of BABBLE. The cassette version requires at least 16K of RAM and the diskette version requires at least 32K of RAM. BABBLE is written in machine language and runs on any Apple II computer.

Cat. # APBAB-C (cassette) **19.95**
Cat. # APBAB-D (diskette) **24.95**

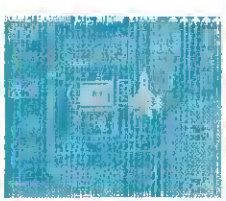
LINKER by Don Worth. Turn your Apple II or Apple II Plus into a powerful and productive software development machine with this superb linking loader/editor package. LINKER does the following and much more:

- Dynamically loads and relocates suitably prepared machine language programs anywhere in RAM.
- Combines a main program with subroutines. You can assemble a subroutine once and then use it with as many main programs as you wish.
- Produces a map of all loaded routines, giving their location and the total length of the resulting module.
- Contains a library of subroutines including binary multiplication and division, print text strings, delay, tone generator, and random number generator.

Linker works with virtually any assembler for the Apple II. Requires 32K of RAM and one disk drive.

Cat. # APLINK-M (manual only) **19.95**
Cat. # APLINK-D (diskette) **49.95**

All programs this page are 8 oz.



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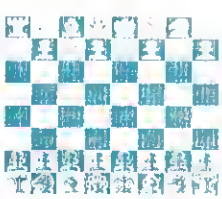

Apple Software
from Adventure International

Cat. #	Description	Wt.	Med	Price
A1501	Adventure # 1, 2 & 3	8 oz	Disk	39.95
A1504	Adventure # 4, 5 & 6	8 oz	Disk	39.95
A1507	Adventure # 7, 8 & 9	8 oz	Disk	39.95
A1510	Adventure # 10	8 oz	Disk	20.95
A1515	Poker Tournament (Fantastic)	8 oz	Disk	20.95
A1520	Asteroids (Super Hires! Better than Arcades!)	8 oz	Disk	20.95
A1601	Adventure 1 Adventureland	8 oz	Tape	14.95
A1602	Adventure 2 Pirate's Adventure	8 oz	Tape	14.95
A1603	Adventure 3 Mission Impossible	8 oz	Tape	14.95
A1604	Adventure 4 Voodoo Castle	8 oz	Tape	14.95
A1605	Adventure 5 The Count	8 oz	Tape	14.95
A1606	Adventure 6 Strange Odyssey	8 oz	Tape	14.95
A1607	Adventure 7 Mystery Fun House	8 oz	Tape	14.95
A1608	Adventure 8 Pyramid of Doom	8 oz	Tape	14.95
A1609	Adventure 9 Ghost Town	8 oz	Tape	14.95
A1610	Adventure 10 Savage Island	8 oz	Tape	14.95
A1619	Adventure Hint Book (1-9)	8 oz	Book	7.95
A1620	Asteroids	8 oz	Tape	14.95
A1625	Kid Venture #1	8 oz	Tape	14.95
A1630	Poker Tournament	8 oz	Tape	14.95

ai Adventure INTERNATIONAL
A DIVISION OF SCOTT ADAMS, INC

See descriptions on page 33

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Apple Software

Automated Simulations

CAT. #	DESCRIPTION	WEIGHT	MEDIUM	PRICE
A2010	Temple of Apshai	1 lb.	Disk	29.95
A2020	Hellfire Warrior	1 lb.	Disk	29.95
A2030	Starfleet Orion	1 lb.	Disk	24.95
A2040	Invasion Orion	1 lb.	Disk	24.95
A2050	Rescue at Rigel	1 lb.	Disk	24.95
A2060	Morloc's Tower	1 lb	Disk	19.95
A2070	Datestones of Ryn	1 lb.	Disk	19.95
A2220	Starfleet Orion	1 lb.	Cass	19.95
A2230	Invasion Orion	1 lb.	Cass	19.95
A2240	Rescue at Rigel	1 lb.	Cass	19.95
A2250	Morloc's Tower	1 lb.	Cass	14.95
A2260	Datestones of Ryn	1 lb.	Cass	14.95

All programs for Apple II or Apple II Plus 32K+

Avalon Hill Game Company

CAT. #	TITLE	MEDIUM	PRICE
A2510	B-1 Nuclear Bomber	Tape	15.00
A2520	Midway Campaign	Tape	15.00
A2530	North Atlantic Convoy Raider	Tape	15.00
A2540	Nukewar	Tape	15.00
A2550	Planet of the Miners	Tape	15.00
A2560	Lords of Karma	Tape	20.00

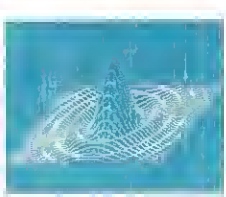
All Avalon programs need Apple II or Apple II Plus and 16K memory

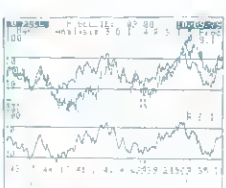
Broderbund

Where there are no descriptions see TRS-80 section.

CAT. #	DESCRIPTION	SYSTEM REQ.	MED.	PRICE
A2701	Galactic Empire	48K Applesoft	Disk	24.95
A2702	Galactic Trader	48K Applesoft	Disk	24.95
A2703	Galactic Revolution	48K Applesoft	Disk	24.95
A2704	Tawala's Last Redoubt	48K Applesoft	Disk	29.95
A2710	Hyper Head On!	32K INT or APSFT	Disk	24.95
A2711	Galaxy Wars	32K INT or APSFT	Disk	24.95
A2712	Apple Galaxian	48K Applesoft	Disk	24.95
A2713	Tank Command	Apple II+ 32K	Disk	14.95
A2714	Golden Mountain	Any 32K	Disk	19.95
A2720	Apple Light Pen	Any Apple Computer		24.95

All Broderbund Packages 24 oz.





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Apple Educational Software

EDU-WARE™

UNIQUE SOFTWARE FOR THE UNIQUE MIND.

The EDU-WARE products listed are all written in APPLESOFT. The memory requirements listed assume the user has APPLESOFT in ROM, or on FIRMWARE or Language Card.

COMPU-READ For all those tired of fighting the paper jungle, four independent programs (and two file building routines), help you rapidly increase comprehension and retention. In each you set the initial difficulty level, and the computer matches itself to your performance. The four programs are character recognition, high speed word recognition, synonyms and antonyms and sentence comprehension.

Cat. # A3010, disk 48K ..... **8 oz** **24.95**

PERCEPTION Three separate programs which challenge and improve your visual skills. (I) Match HI-RES lines drawn by the computer, with your own controlled by the paddle. (II) Test your powers of observation with a World War II test by spy candidates. A narrow mask travels across a random figure, showing only small glimpses. (48 difficulty levels) (III) Your visual memory must distinguish sizes of identical shapes. You control the shape.

Cat. # A3020, disk 48K ..... **8 oz** **19.95**

STATISTICS Provides the ability to carry on many of the statistical calculations ordinarily found in FORTRAN driven SPSS programs. Including: Mean, Variance, Standard deviation, Pearson, Correlation, Normal distribution, Probability, and frequency, Chi-square distribution, Chi square Test, T-test.

Cat. # A3030, disk 48K ..... **8 oz** **15.95**

EDU-PAK I: All of the above three programs on one disk

Cat. # A3040, disk 48K ..... **1 lb** **39.95**

Compu-Math Series

Designed to meet the needs of the school and the consumer, this series in basic arithmetic as a set of integrated instructional experiences. Each is aimed at helping young learners acquire and maintain new arithmetic skills, as well as remeding deficiencies in older ones.

COMPU-MATH systems include goal specifications for the learner, animated graphics displays, reinforcement for correct answers, immediate feedback and skill verification using criterion referenced tests, all serving to increase both the useability and the motivational value of these sets of programs.

COMPU-MATH FRACTIONS Pre-test and 6 learning units. Definitions, Common and lowest denominators, Addition, Subtraction, Multiplication and Division. Each includes both the common fractions and mixed numbers.

Cat. # A3051, disk 32K ..... **8 oz** **39.95**

COMPU-MATH DECIMALS Pre-test and 7 learning Units. Conversion, Addition, Subtraction, Rounding off, Multiplication, Division and Percentage.

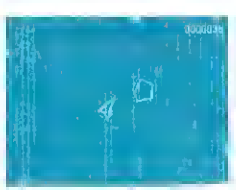
Cat. # A3052, disk 32K ..... **8 oz** **39.95**

COMPU-MATH ARITHMETIC SKILLS NEW! Finally an instructional system which uses a format suitable for both the first time (primary grade) learner and the older (remedial) learner. Using an absolute minimum of text, the programs teach five basic skills. Counting, Addition, Subtraction, Multiplication and Division. User parameters allow full control over the instructional environment, with choices over: Primary or Remedial learner setting, Pass/Fail levels, Allowable error rate, and more!

Cat. # A3053, disk 48K ..... **1 lb** **49.95**

Compu-Spell Series

This revolutionary instructional system teaches spelling by refusing learners the opportunity to fail! Designer for both the home and classrooms use, COMPU-SPELL is available with DATA Diskettes suitable for grades 4-8. Also available is an Adult/Secretarial DATA diskette featuring many of the commonly misspelled words. (Each DATA diskette contains between 800-1200 words. All spelling words are displayed in sentences! Features include: Individual learner file management, HI RES upper/



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Apple

from Edu-Ware continued

lower case displays, user file building capabilities
and a "POSITIVE RE-INFORCEMENT ONLY"
instructional algorythm

Select the correct grade levels 4-8 or Adult/Secretarial

All versions on disk - All versions require 48K W/Applesoft in ROM or Firmware

CAT. #	VERSION OF COMPU-SPELL	WT	PRICE
A3064	Grade Level 4 (Program disk and one data disk)	24 oz	39.95
A3074	Level 4 Data Disk	24 oz.	19.95
A3065	Grade Level 5 (Program disk and one data disk)	24 oz.	39.95
A3075	Level 5 Data Disk	24 oz.	19.95
A3066	Grade Level 6 (Program disk and one data disk)	24 oz.	39.95
A3076	Level 6 Data Disk	24 oz	19.95
A3067	Grade Level 7 (Program disk and one data disk)	24 oz.	39.95
A3077	Level 7 Data Disk	24 oz.	19.95
A3068	Grade Level 8 (Program disk and one data disk)	24 oz.	39.95
A3078	Level 8 Data Disk	24 oz.	19.95
A3069	Adult Level (Program disk and one data disk)	24 oz.	39.95
A3079	Adult Level Data Disk	24 oz	19.95

Utilities

METRI-VERT: As todays society converts to the metric system, a program that makes converting easy is now available. Features display "pages" and full conversion tables!

Cat. # A3090, disk 32K **15.95**

UNI-SOLVE: THE ELECTRONICS DESIGNER! Designed for the electronic hobbyist and engineer, this series of programs provides you with 24 major solution sets to problems encountered in engineering and design, at a fraction of the cost of any similar software. Equations include:

Transmission line formulae, Reactance, Coil winding models and modulation percentages, as well as those required in everyday use. Clear and easy access is provided to each of the subroutines through a master menu.

Cat. # A3100, disk 32K **24.95**

WINDFALL: THE OIL CRISIS GAME As the chief executive of Engulf Oil you join the other side of the petro world! Turn Crisis into cash in this super simulation! Count your money while the helpless public lines up at the gas pumps!

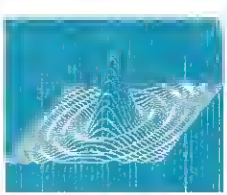
Cat. # A3210, disk 48K game paddles req. **19.95**

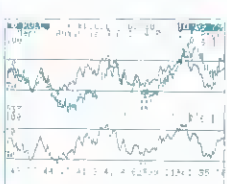
NETWORK: The thrill and frustration of being the head of TV programming for a giant network is experienced by two players as they compete against each other and the computer! You bid on new shows, shedule times etc.! Paddle input provides real time control over a rapidly changing situation!

Cat. # A3220, disk 48K game paddles req. **19.95**

TERRORIST! A frightening, two player game which puts you directly into the hot seat, managing a life and death struggle with ruthless terrorists! The paradoxes and pressures of both sides are brought into play as the Apple allows each to move against the other simultaneously! Included are three interaction scenarios (capture a building and hostages, air piracy and nuclear blackmail!), a

Continued next page





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4877 East Speedway
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Apple

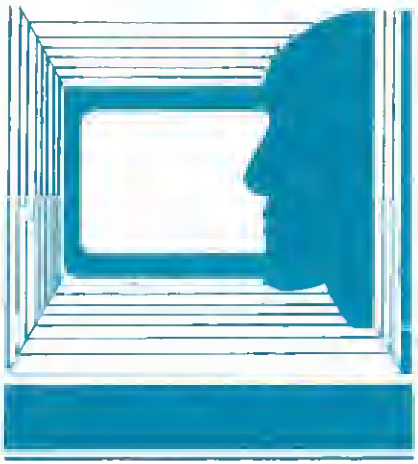
from Edu-Ware continued

Terrorist continued
parameter generator, a scoring routine and an easy to use turn key system. Random and player generated parameters insure that no two games will be the same! Sobering and thought provoking!

Cat. # A3230, disk 48K game paddles req. 29.95

THE PRISONER: It is only occasionally that a whole new "Genre" of game makes an appearance on the market! EDU-WARE believes that "The Prisoner" is a game that will justify this claim. Inspired by the widely acclaimed television series, your Apple puts you in a nightmarish world of 1984 whose rulers seek to break you down by an extensive array of brainwashing techniques, while you are armed with only your intelligence, your sense of individuality and your wits! Will you escape to freedom or forever remain THE PRISONER? Includes extensive use of Apples sound and display capabilities, as well as natural language data entry. Play will extend over countless hours!

Cat. # A3240, disk 48K 29.95



Space!!

A classic epic game series, in which players experience a multi-faceted simulation of human life in a futuristic, interstellar environment. Play is accomplished through the manipulation of "Characters" who may then enter the scenario games.

SPACE I: The original package contains the Characters game and five demanding scenarios which test your characters in various high risk and high benefit situations: FIRST BLOOD, DEFEND, EXPLORE, TRADER and HIGH FINANCE!

Cat. # A3250, disk 48K 29.95

SPACE II: A continuation of the classic SPACE I!

Cat. # A3260, disk 48K 24.95

Use our toll free number

(800) 528-1149

SUPER-CHESS

Sargon II

This is the finest CHESS program ever written for any computer. This program has competed and won matches against giant mainframe computers! Your software library is incomplete without this masterpiece of modern programming. Features include: 7 levels of play. Thinking blinker and display of move computer is presently thinking of. Beautiful graphics. Great end game!

Cat. # H3404 Apple II 24K Cass ..... **8 oz** **29.95**
Cat. # H3409 Apple II 48K Disk ..... **8 oz** **35.95**

Apple Software

from Instant Software

OIL TYCOON! Could you be the world's wealthiest magnate? Find out with this action packed Real World, Cutthroat competition. Beginning with 2 million dollars, and armed with a geologist's report, you'll explore for research and development. A super simulation for all Apple owners! Requires Applesoft in ROM 16K cass
Cat. # I 0079A ..... **8 oz** **9.95**

Santa Paravia and Fiumaccio

SANTA PARAVIA AND FIUMACCIO! It is the dawn of the 15th century, you rule a tiny Italian city-state. Your goal? The crown! Up to six players compete as rulers and neighboring cities. You control the grain harvest, feed your serfs, set taxes, dispense justice and invest in public works. The future of your realm depends on your decisions. SUPER GRAPHICS! For the APPLE II, APPLE II 48K and Applesoft in ROM.
Cat. # I 0174A ..... **8 oz** **9.95**

AIR FLIGHT SIMULATION! Your aircraft is on the runway loaded with fuel, the computer is feeding your instruments a variety of data! You take off. A glance at your instruments gives you airspeed, altitude and compass reading. Your mission is an easy one. Simply take off, fly and land without crashing. EASY? HA! It takes quick thinking and time to master this program. Just as in real life, flight training is not easy! Any Apple
Cat. # I 0148A ..... **8 oz** **9.95**

SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

Apple Fun (On Disk!)

Five of the most popular games on one disk!
MIMIC: How good is your memory? Now is the time to find out! Your Apple will display a sequence of figures of a 3x3 grid. You must respond with the exact same sequence in the allotted time!

AIR FLIGHT SIMULATION: See description above.

CDLORMASTER: Test your powers of logic and deduction in this Mastermind type game. Two levels of difficulty. The computer likes to play against you!

STAR SHIP ATTACK: Your mission is to protect our orbiting food station satellite against attack. You must capture, destroy or drive off the marauders! If you fail, your planet is doomed.

TRILOGY: This exciting game of logic has its origins in the simple game of tic-tac-toe but this game is not simple! The object of the game is to place three of your colors in a row into a delta-like, multi-level display. The rows may be horizontal, vertical, diagonal and wrapped around. Your Apple (or your human opponent), will be trying to do the same!

System requirements are Apple II or Apple II plus computer with 32K memory and one disk. Mimic requires Applesoft in ROM, all others are RAM or ROM.
Cat. # I 0161AD (disk) ..... **8 oz** **19.95**

Paddle Fun (On Disk!)

This Apple disk requires a steady eye and a quick hand at the game paddles! We've included four different games to challenge and amuse you.

INVADERS! You must destroy the invading fleet of 55 alien invaders from space and avoid their falling bombs! Watch out for the mother ship! Instant softwares fantastic version of the famous arcade game! Requires Applesoft in ROM.

HOWITZER! This is a one or two person game in which you shoot on another position. HI RES GRAPHICS makes this an outragiously great game! Requires Applesoft in ROM.

SPACE WARS! Another fantastic Arcade game. Comes with three different modes of play.

GOLF! Whether you win or lose you'll have tons of fun on this 18 hole Apple Golf course. Watch out for water and sand traps! Requires Applesoft.

Minimum system req. is Apple II or Apple II plus with 32K memory and one disk.
Cat. # I 0163AD (disk based) ..... **8 oz** **19.95**

Finance and Investment (On Disk!)

This is a great all purpose finance program. Programs included are:

LOAN AMORTIZATION TABLE:
This program will calculate a complete monthly breakdown of any loan or investment. All you do is enter the amount of the principle, the interest rate, the term of the loan or

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investment and the number of payments per year. You'll see a month by month list of principle, accumulated interest and balance.

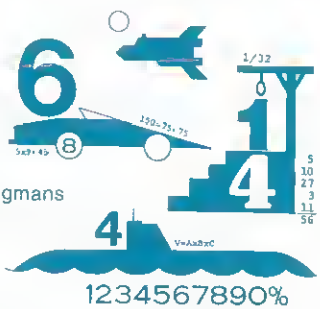
DEPRECIATION SCHEDULE:
It will compute a depreciation schedule using any of the following methods: Straight line, Sum of Years-digits, Declining balance, units of production or machine hours. Just enter the specified data and away it goes!

MORTGAGE AND PREPAYMENT:
Use this program to develop a prepayment plan that will provide savings on the cost of the mortgage, reduce the terms of the mortgage and help avoid overtaxing your income in the process. If you must borrow to make the prepayment the computer takes the interest into consideration.

FIANCIER:
This program was designed to take the extensive paperwork out of your daily financial planning. It performs ten common financial calculations that allow you: 1. design optimum investment schedules. 2. Check on depreciation rates, amounts and resale values. 3. Lets you know what a given loan is going to cost you in time and money.

Minimum system requirements: Apple II or Apple II plus with 32K and 1 disk and Applesoft BASIC.
Cat. # I 0162AD (disk) ..... **8 oz** **19.95**

Math Fun (On Disk!)



CHANGE YOUR APPLE COMPUTER INTO A MATH COMPUTER — and change boredom into FUN! Using the technique of immediate positive re-inforcement, students can improve their skills while playing a game! Program included:

HANGING: A little man is walking up the steps to the hangmans noose. But YOU can save him by answering the problems correctly! This program uses decimal math problems.

SPELLBINDER: Answer questions about fractions and cast death spells on the computer menace!

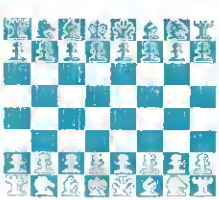
WHOLE SPACE: Pilot your Spacecraft to attack the enemy planet. Each time you give a correct answer to the whole number problems the computer will move your ship! Answer wrong and the enemy shoots at you!!

CAR JUMP: Make your stunt car jump over the buses. Each correct answer will give you another bus to jump over!

ROBOT DUEL: Calculating duel with a witty ROBOT!

SUB ATTACK: Practice using percentages as you maneuver your sub to harbor. A correct answer gets you closer to home.

All programs require Applesoft BASIC except WHOLE SPACE which requires Integer Basic.
Cat. # I 0160AD (disk) ..... **16 oz** **19.95**



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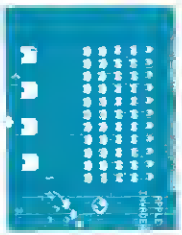

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MICROPRODUCTS/APPLE II

6 Character Label Editor/Assembler

An assembler with text editor immeasurably improves the user's ability to develop assembly language programs. It is approximately as easy to originate a machine language program with this assembler as it is to write a program in BASIC. Suppose it is necessary to add an instruction between previously written instructions. Without the assembler it would be necessary to rewrite all of the instructions following the added instruction in order to relocate them in order. If the following code consisted of a thousand instructions the addition of that one would result in a tedious, time-consuming and frustrating experience. However, with this assembler, it merely requires inserting the new instruction with an intermediate line number and type "ASM" and a carriage return. This automatically relocates all successive code. This convenient trick is performed by the text editor feature. This feature permits deletion and rearrangement as well as addition of instructions. When used in conjunction with our Disassembler/Text File Manager it can insert portions of any text file into the main text file, thus providing features of a Macroassembler.

The assembler can assign a six character mnemonic label to memory locations used as temporary storage registers or assign a six character mnemonic label to subroutines. The advantage here is that it is easier to remember a word related to what the subroutine does than to remember hexidecimal addresses for 20 or 50 subroutines or temporary storage registers. For instance, "STORE1" subroutine stores something and "DELAY" subroutine causes a delay while "BUFFER" indicates a temporary storage register for buffer storage. In addition to the memory aiding advantage of the mnemonic labels, comments can be inserted in the text file to make the program more readable. Further, by saving machine language programs recorded on audio cassettes, or diskettes, in the text file format, they can be relocated anywhere in the end user's memory as well as being read and understood much more easily. Another very useful function of the assembler tabulates and records all of the labels assigned by the user to temporary buffer storage or subroutines.

There are no tricks to prevent you from loading, listing and making a backup copy of your assembler.

The **microproducts** APPLE II 6-CHARACTER EDITOR/ASSEMBLER follows most of the basic rules and conventions and uses the same opcodes as developed by MOS Technology for the 6502 microprocessor which is used in the APPLE II. This assembler, however, is much more powerful than the Apple factory supplied assembler, and incorporates a powerful text editor.

FEATURES

The **microproducts** APPLE II 6-CHARACTER EDITOR/ASSEMBLER is available on either APPLE II compatible cassette tape or floppy diskette with instructions. It has two pass implementation and incorporates a text editor. This assembler incorporates provisions for calling any printer driver from any location in memory (ROM, RAM, PROM, or EPROM). This assembler may operate with our APPLE II to the Centronics 779 printer interface, or other printers and interfaces to provide hard copy records of programs when desired. This assembler also directly supports the **microproducts** APPLE II EPROM Programmer.

This assembler assembles code at over 3000 lines per minute. When data lines (line number followed by assembly instructions) are entered a syntax check is performed on each input line before that line is stored in the text file. Nineteen text editor commands are available: a) Delete portions of text record. b) Execute a DOS command. c) Select any increment for renumbering. d) Load previously saved text file from cassette. e) List text file. f) List any portion of text file. g) Initialize text file pointers prior to creation of new text file. h) Enter location of printer driver routine. i) Return to monitor. j) Renumber lines. k) Execute code without entering monitor. l) Save text file on cassette. m) Scan text file for certain label. n) Assemble data in text file. o) Load text file from disk. p) Save text file on disk. q) Tab function. r) Concatenate text files. s) Restore text file pointers if destroyed.

After user has completed the origination of the program in the text file, he merely types "ASM" and a carriage return and the assembler searches the text file and checks for errors on the first pass. Some of the errors might be: invalid opcode, duplicate labels, undefined labels and branches out of range, etc. Any detected errors are immediately displayed in English along with the line number of error. Errors may then be readily corrected by the text editor. If there are no errors, the object code is inserted in memory in a form which can be executed by APPLE II.

The assembler has 4 pseudo opcodes: 1) Originates the assembly of code at Hex address HHHH. 2) Defines strings of either ASCII or Hex data. 3) Assigns a Hex address (zero or non-zero page) to a label. 4) Stores the Hex address of LABEL 2 in the next two positions.

Cat. # A3710 Editor/Assembler, Disk . . . 29.95

MICROPRODUCTS/APPLE II

6 Character Label Dissassembler and

Text File Manager

microproducts announces a powerful new two-pass Disassembler/Text File Manager for the APPLE II microcomputer. This very useful programming tool disassembles any machine language program which resides in the APPLE II, such as, BASIC, the Disk Operating System and printer driver routines, etc., and creates a text file for the **microproducts** 6-Character Label Editor/Assembler.

This disassembler will be extremely valuable to any programmer who wants to rewrite, debug, modify, analyze, and understand the workings, functions and operation of inadequately documented programs for which there is no source listing available.

The two-pass 6-Character Label Disassembler/Text File Manager creates labels, zero page usages and a symbol table. The labels are in the form of LXXXX where XXXX is the starting address of the subroutines or the address of the register used (be it zero page or otherwise). If the address of the label is outside the assembly range, an equate text record is created. Invalid instructions and unidentified opcodes are listed as data statements.

The Text File Manager portion of this program has the following features:

- The Text File can be listed in toto.
- A range of line numbers can be listed.
- The start address of any printer driver routine can be specified.
- The Text File, or portions thereof, can be saved on cassette or disk (very useful in generating subroutines).
- The text file created starts at the same location as text files created by the **microproducts** 6-Character Label Assembler and is therefore completely compatible with that assembler.

There are no tricks to prevent you from loading, listing and making a backup copy of your disassembler

Cat. # A3730 Applebug (Symbolic Debugger), Disk 29.95

Applebug

APPLEBUG is a powerful programming aid and comprehensive software debugging tool that will assist in developing, debugging and testing machine language code on the APPLE II. APPLEBUG will also facilitate tracing the logic of existing machine language programs such as the monitor, DOS and Applesoft. Since the trace and single step functions have been deleted in the APPLE II Plus, APPLEBUG can be used to replace those functions. The APPLEBUG is intended for use with the **microproducts** APPLE II based 6502 development system including Superkim (ICE) in-circuit emulator.

APPLEBUG has been designed to operate as a "stand-alone" debug package or in conjunction with the **microproducts** 6 Character Label Editor/Assembler. In either environment, all modes and options are available. However, entries by label name are only possible when APPLEBUG is used in conjunction with the **microproducts** Assembler and the associated Label Table is available. I/O management commands are included to facilitate the saving and/or loading the Label Table to or from disk or tape.

HOW A DEBUGGER WORKS

A debugger executes a program step by step and displays on the screen and/or prints the values contained in all the microprocessor registers as well as values contained in user selected memory locations (that may or may not be used by the program) for each instruction.

OPERATIONAL MODES

There are three Operational Modes: STEP, TRACE and RUN.

1. STEP will single step through a program and display the executed instructions and the associated registers.

   In addition to displaying the instruction and registers, virtually an **unlimited number of user specified memory locations** may also be displayed. These locations may be specified as Hex locations or label names. In addition, breakpoint addresses may be specified.

2. TRACE will trace execution of a program and will display each executed instruction and the associated registers. This command will log each JSR and RTS instruction and the Trace will end when the final RTS is encountered or any key is depressed.

   The Trace mode supports four display options:
   - Y — Display all instructions, registers and memory locations.
   - J — Display only JSR, JMP and/or RTS instructions, registers and memory locations.
   - N — Display no instructions, registers or memory locations. If while in the mode a user specified breakpoint is encountered, the breakpoint instruction will be displayed along with the associated registers.
   - S — Slow Trace. Delay between instruction display.

3. RUN will run a program with no instructions or registers displayed.

ALTERNATING BETWEEN APPLEBUG, ASSEMBLER AND DISASSEMBLER

The APPLEBUG, the **microproducts** APPLE II Coresident Editor/Assembler and the **microproducts** APPLE II Disassembler/Text File Manager are all loaded into the same area of memory. (See Memory Map below.) This means that a machine code program can be disassembled into a **microproducts** compatible text file and the Assembler can be loaded over the disassembler without disturbing the text file. You can then modify the code and assemble it followed by loading APPLEBUG over the Assembler without disturbing the text file or assembled code. You are now ready to complete the debugging process.

APPLE II MEMORY MAP

0800 - 0FFF — Assembled programs
0111 - 36FF — Assembler/APPLEBUG/Disassembler (one at a time)
3700 - 95FF — Text file
9600 - BFFF — DOS

There are no tricks to prevent you from loading, listing and making a backup copy of your Applebug

Cat. # A3720 Disassembler/Text File Manager, Disk . . . 29.95

Microsoft

Apple Software and Softcard

Typing Tutor

Typing Tutor is for everyone but the most advanced typists. Faster and more efficient than any other teaching method available, it takes you through four levels of typing proficiency, from beginner to advanced.

Cat. # AP2102 Tape ..... 8 oz 14.95

Adventure

Adventure is a mind-blowing, fantasy/logic game. Since its introduction on large computers a few years ago, Adventure has quickly gained a reputation as the ultimate computer simulation.

Cat. # AP2203 ..... 8 oz 29.95

Available Now! (Disk, 32K Applesoft or Integer)

Cat. # AP2203 Disk ..... 8 oz 29.95

Olympic Decathlon

Super Hi-Res Graphics! All 10 Events!

Cat. # AP2210 Olympic Decathalon, Disk ... 8 oz 25.95

Cat. # AP2304 Apple Softcard 349.00

The following Software requires the "Softcard" from Microsoft

Cat. # AP2205 FORTRAN, Disk ..... 16 oz 195.00

Cat. # AP 2206 Z80 Disk Assembler, Disk ..... 16 oz 125.00

Cat. # AP2207 BASIC Compiler, Disk ..... 16 oz 395.00

Cat. # AP2211 COBOL, Disk ..... 2 lbs 750.00

Cat. # AP2209 MUmath Extended, Disk ..... 16 oz 250.00

Cat. #APRAM RAMCARD 16K ..... 24 oz 195.00

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Apple On Line Systems Software

Hi-Res Graphics for the Apple II

Paddle-Graphics/Tablet Graphics

The most powerful graphic development system available. Upper-lower case text may be drawn in any size, direction or color. Pictures may be sketched and filled in with any ot 21 HI-RES colors (must be seen to believe!!) A shape may be constructed automatically from any object appearing on the HI-RES screen.

Paddle-graphics is for use with the standard game paddles distributed with your APPLE and TABLET-GRAPHICS is tor use with APPLES' GRAPHICS TABLET.

Paddle and Tablet-Graphics are now available and require 48K Applesoft in ROM and a disk drive. To order directly send $39.95 for Paddle-Graphics or $49.95 for Table-Graphics.

Cat. # A4030, disk ..... **8 oz** **39.95**

Hi-Res Football

by Jay Sullivan & Ken Williams

Hi-Res Football is the only real-time action football available for your computer! In this simulation you are both coach and quarterback as you call the plays and control the action. All passing, tackling, punting, etc., is shown as it happens in full Hi-Res graphics.

- Play against a friend or against the computer
- An unparalleled game of strategy and skill.
- Easy paddle-controlled play selection and player movement.
- Continuously running clock, realistic sound effects.
- Complete instruction book to explain plays, help develop strategy.
- Offensive and defensive play cards to aid with play selection.
- Fast-smooth machine language. Animation of players and the ball.

Cat. # A4020, disk ..... **8 oz** **39.95**

Mystery House

HI-Res Adventure #1

Your APPLE computer becomes your eyes and ears as you enter a spooky old mansion in search of treasure. You are in complete control as you open cabinets, smash walls etc. Danger is ever present as you find your co-adventurers being murdered one by one. Can you find the killer before the killer finds you?

- Over a hundred Hi-Res pictures
- Your game may be saved for later continuance
- Runs on both 48K Apple II and Apple II Plus

Cat. # A4011, disk ..... **8 oz** **24.95**

Mission: Asteroid

HI-Res Adventure #0

MISSION: ASTEROID is an introduction to the HI-RES ADVENTURE family of games. This adventure is slightly easier and a little shorter than our other Hi-Res Adventure games. MISSION: ASTEROID is designed to acquaint beginning Adventure players to the wonderful world of HI-Res Adventure.

In this adventure you find that an Asteroid is about to hit the Earth and destroy it. It is your mission, as an Astronaut, to rocket to the Asteroid and blow it up before it reaches Earth. You must fight through the Red Tape at Mission Control, then enter the Rocket Ship and learn how to fly it. I hope you have a flight plan or you will never find your way through space to the Asteroid. Be careful with the explosives, as they can be very dangerous it not

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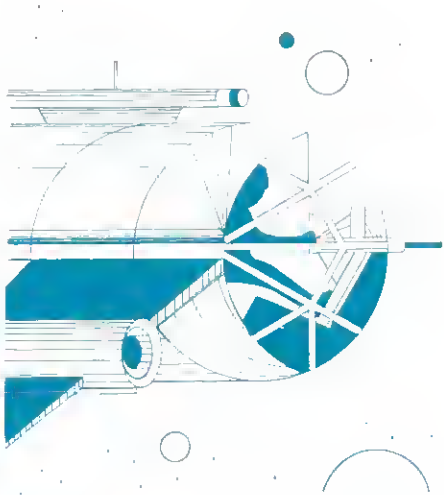
Apple
On-Line Systems Continued

handled correctly. This game should provide weeks of Adventure.

- Over a hundred Hi-Res pictures. (Looks great on b/w and color televisions).
- Full 21-Color!! Hi-Res Graphics. (Each room a work of art).
- Your game may be saved for later continuance.
- Runs on both 48K Apple II and Apple II Plus
- This exciting graphic game will challenge your imagination and test your creativity every step of the way!

Cat. # A4010, disk ..... **8 oz** **19.95**



The Wizard and the Princess
Hi-Res Adventure #2

Only ON-LINE SYSTEMS could deliver a HI-RES ADVENTURE game on such an epic scale. In this adventure, you find you must do battle against an evil wizard in order to save the life of the princess. To find the wizard and his castle you must first cross deserts, oceans, mountains, travel to an island and encounter many strange beasts. You will be forced to learn magic, navigate at sea and dig for treasure. This game should provide months of adventure.

- Hundreds of Hi-Res pictures (looks great on b/w and color televisions)
- Full 21-Color!! Hi-Res Graphics (each room a work of art)
- Your game may be saved for later continuance
- Runs on both 48K Apple II and Apple II Plus
- By far the most ambitious graphic game ever written for the Apple!!

Cat. # A4012, disk ..... **8 oz** **32.95**

Use our toll free number

(800) 528-1149

Apple Software
from Programma International

LEGEND: Read the legend after the program to see if your system will support the programs you have chosen. If the legend reads more than one of the codes below, it means it will work on any system depicted.

I	Integer basic
‡	machine language
A-RAM	Applesoft in RAM
A-ROM	Applesoft in ROM
A	Either version Applesoft
+	Program can be run on 48K A-RAM
##K	Amount of memory needed
Cass	Cassette system
Disk	Disk system

ACK-ACK This game is for the sharp eye and the fleet of finger. The object is to shoot down the RECON DRONES before they can photograph your anti aircraft batteries! Super fun!
Cat. # AP001 (I) 8K, Cass ..... 8 oz 9.95

ACTIVE FILTER: This program designs multiple feedback OP-AMP audio filters from specifications you provide. LOW PASS, HIGH PASS, and BAND PASS. Schematics and foil patterns are drawn in hires graphics. The program also calculates circuit spec's given the component values.
Cat. # AP002 (‡,A-ROM) 48K, Disk ..... 16 oz 24.95

ALGEBRA I! This program is used to solve 1st degree algebraic equations. The program shows each iteration much like an algebra student would. This program is great both for learning and review!
Cat. # AP003 (A,⁻) 32K, Cass ..... 8 oz 16.95

ALIEN ENCOUNTERS! This is an action game in HIGH RESOLUTION GRAPHICS! The SS Programma has been sent to the Bermuda Triangle to patrol the search waters and try and solve the mystery of all the disappearances. Armed with a powerful Laser Cannon and missile launcher it cuts through the waters of the Atlantic ocean in search of the ALIEN ENCOUNTER! Fantastic fun!!!
Cat. # AP004 (A) 32K, Cass ..... 8 oz 9.95

APPLE INVADERS! This game is just like the Famous Arcade game. Shoot down the rows of Invaders!
Cat. # AP010 (‡) 16K, Cass ..... 8 oz 19.95

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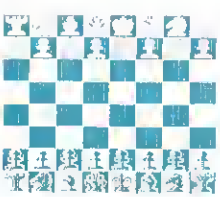


Apple Software

Programma International continued

HI-RES BOXING!! Boxing is one of the most enjoyable games ever made for the APPLE II! The players have control of both the back and forth action as well as the swinging motion of the boxers! The play is fast and furious and has all the excitement of the real boxing match!
Cat. # AP061 (‡I) 24K, Cass ..... **8 oz** **15.95**

PHASOR ZAP! This HI-RES graphics space game lets you fire at enemy ships moving through a star field. If you don't hit them by the time they reach the center of the field they ZAP you back! SUPER GRAPHICS and SOUND!
Cat. # AP093 (I) 16K, Cass ..... **8 oz** **15.95**

SAUCER WARS! This HI-RES two player game makes use of the Apples Paddles and Buttons. Each player has a saucer and must destroy their opponent.
Cat. # AP0103 (A+) 32K, Cass ..... **8 oz** **15.95**

SHAPE TABLE BUILDER II! Sick and tired of building shapes in hexadecimal! Now you program your shape tables and see them easily! Cures the pain of shape table making! This HI-RES program is the finest around!
Cat. # AP106 (A-RDM) 48K, disk ..... **16 oz** **19.95**

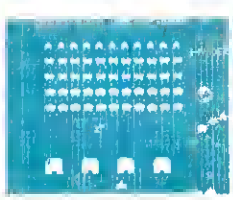
SIRIUS! This is an educational HI-RES demonstration of the Star Sirius and it's white dwarf star and their interactive orbits! Sensational Educational demonstration!
Cat. # AP107 (A+) 48K Cass ..... **8 oz** **15.95**

STRATOLASER! As the commander of a remote outpost on the edge of the galactic frontier, your duty is to sweep the quadrant clear of KLUNKON starships.
Cat. # AP114 (A) 32K, Cass ..... **8 oz** **15.95**

SUB COMMAND! Sink as many ships as you can by firing torpedoes from your submarine, while AVOIDING DEPTH CHARGES! The game is in low res and uses paddles.
Cat. # AP116 (A) 32K Cass ..... **8 oz** **6.95**

SUPER DUNGEON!! This is the super version of the popular Dungeons and Dragon game. Enter the maze and try and find treasures, magical items etc., while combating thieves, monsters, ghouls and more! The finest of it's type.
Cat. # AP119 (I) 48K disk ..... **16 oz** **24.95**

TALKING DISK! Boot up your talking disk, and it will actually talk to you! The disk includes software that will enagle you to create your own talking programs!
Cat. # AP123 (‡I) 32K disk ..... **8 oz** **19.95**



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Programma International continued

AUDIO ENGINEER: This program is great for all engineers. It draws the AUDIO CIRCUITS in HI-RES and solves for unknowns!
Cat. # AP020 (A) 48K, Disk ..... **16 oz** **29.95**

BASEBALL! Here is a HIRES game for two people! This is computer baseball at its best! Players take turns at bat and out in the field.
Cat. # AP021 (‡) 16K, Cass ..... **8 oz** **19.95**

BATTLEFIELD! You are the driver of a tank and it is your job to shoot down the enemy in your three passes across the battlefield. Watch out for LASER sattelite! Excellent HIRES graphics.
Cat. # AP023 (A=) 24K, Cass ..... **8 oz** **9.95**

BATTLESTAR I As commander of the BATTLESTAR I, your mission is to escape the deadly CYLON menace and travel to the furthest quadrants. You start in OMEGA ONE and must pass two BASESTARS and one CYLON INTERCEPTOR guarding the galaxy! WATCH OUT!!
Cat. # AP024 (I) 32K, Cass ..... **8 oz** **15.95**

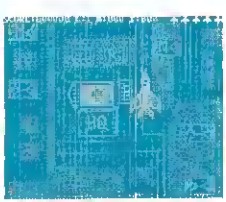
BLITZKRIEG! This Shoot em Down HIRES GAME is exciting and FAST moving. You are at a large anti aircraft gun and it is your job to shoot down all enemy aircraft!!
Cat. # AP026 (‡I) 16K, Cass ..... **8 oz** **15.95**

BLOCKADE! A game for two in which one player tries to box the other one into running against a wall!
Cat. # AP027 (‡I) 16K, Cass ..... **8 oz** **9.95**

CANTER DOWNS! This is an excellent example of COMPUTER HI RESOLUTION GRAPHIC ANIMATION at its best! Two players jump their horses over fences and obstacles and race to the finish! REAL TIME ANIMATION.
Cat. # AP031 (I‡) 16K, Cass ..... **8 oz** **15.95**

CHASE! YOU ARE BEING PURSUED BY COMPUTER CONTROLLED ROBOTS!! You must run from them in such a way as to make them run into each other or the barricades! GOOD LUCK!
Cat. # AP033 (I) 8K, Cass ..... **8 oz** **9.95**

CHECKBOOK! This is a complete checkbook management program that resides in only 12K of memory. This allows the user almost the entire Diskette for storage of data. Posting checks, Deposits, Listing checks and deposits, reconciling, balancing, searching



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Apple Software

Programma International continued

on any field, and clearing accumulated balance are all supported. Hard copy routines are built into the program to aid the user in record keeping for tax purposes.
Cat. # AP034 (A) 48K disk ..... **16 oz** **39.95**

CLOWNS AND BALLOONS! Can you position the springboard under the clowns just right so that they can pop the balloons? If you're off, the clown goes SPLAT! HI RESOLUTION ARCADE GAME!
Cat. # AP036 (‡I) 16K, Cass ..... **8 oz** **15.95**

DEATH RACE! Another example of super HI RES GRAPHICS ARCADES GAMES. In DEATH RACE you drive your car around the screen (scream? sic), and try and run over people moving around! When you hit one they disappear and are replaced by a marker. You score points for each victim!
Cat. # AP044 (‡I) 16K, Cass ..... **8 oz** **15.95**

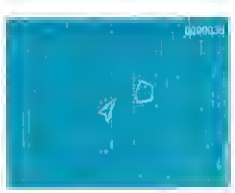
DEPTH CHARGE! You are the pilot of a P.T. boat in this HI RES GAME. Drop depth charges on enemy submarines and make points. CHALLENGING and FUN!
Cat. # AP045 (I) 16K, Cass ..... **8 oz** **15.95**

DISK MAGIC! SUPER APPLE UTILITY! Allows you to examine and modify diskettes created for the APPLE II from the physical sector level and without the limitations imposed by DOS. It is possible to determine actual remaining disk space and release system information. FIX DAMAGED FILES! Restore deleted files! A comprehensive manual is included.
Cat. # AP046 (‡I) 48K, disk ..... **16 oz** **24.95**

EARTHQUEST! This is one for all you INTERSTELLER FEDERATION MEMBERS to go INTERGALACTIC TRAVELLING while sitting comfortable at your computer keyboard. You will travel around the universe in search for Earth asking questions of Aliens and other space travellers. EARTHQUEST is a must for all program libraries.
Cat. # AP048 (I) 32K disk ..... **16 oz** **19.95**

GUIDED MISSILES. This is a real time HI RES shooting gallery for two people. Totally machine language. FAST FAST FAST!
Cat. # AP059 (‡I) 16K Cass ..... **8 oz** **15.95**

GUNFIGHT! You're back in the old west about to meet 10 GUNFIGHTERS from Dodge City! Being the good guy, you may only fire when the gunfighter starts his draw! CAUTION!! Each gunfighter is faster than the last! SOUND!
Cat. # AP060 (I) 8K Cass ..... **8 oz** **6.95**



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Apple Strategic Simulations

We Can Take You From Waterloo to the Super Bowl (By way of the North Atlantic.)

COMPUTER NAPOLEONICS™ takes you to the battlefields of Waterloo on the fatetul day of June 18, 1815. Here, the greatest battle ever fought is about to begin, awaiting only your commands to set the amassed armies in motion.

You and your friend choose your role - either as the military genius Napoleon, or as the Duke ot Wellington, the iron-willed leader of the Anglo-Allied forces. The video screen displays the map of the Belgian countryside with the artillery, infantry, and cavalry units under your respective commands.

AS NAPOLEON, you must utilize your superior combat strength and numbers to deal Wellington a quick and decisive defeat before his Prussian ally can supply reinforcements. Speed is of the essence. But any tactical blunders in military deployment will result in a repeat of history - Napoleon's ignominious defeat.

AS THE DUKE OF WELLINGTON, you must not only survive the onslaught of the French artillery, cuirassiers, and the dreaded Imperial Guard, you must also inflict sufficient damage to Napoleon's forces to prevent his relentless northward march ot conquest.

THE COMPUTER, in our solitaire scenario, plays Wellington while you play Napoleon. Two levels ot play are provided by making the entry of Prussian reinforcements variable. This makes the need for French military decisiveness and devastating execution even more critical.

FOR THE NOVICE AND THE ADVANCED. Computer Napoleonics has all the advantages of your basic, traditional wargame - meticulous detail, realism, and playability. Plus one. Because the computer keeps track of all the rules, neither player can make an illegal move. This makes learning it a cinch (mastery is quite another matter), and it will convert the novice wargamer into a fanatic in no time.

The advanced wargamer will find the computer a worthy opponent indeed, and the two levels of play in the solitaire version will challenge the most experienced ot strategists.

Cat. # A5330, disk ..... **16 oz** **59.95**

COMPUTER BISMARCK™ is a true historical wargame that accurately simulates the epic battle between the awesome German warship and the British Home Fleet. Available on disc lor Apple II 48K (Applesoft ROM) and TRS-80 48K and the cassette for TRS-80 32K, all versions feature:
• Computer-controlled mapboard of the North Atlantic • Step by step computer-regulated play • Hidden movement • Ship vs. ship combat and shadowing • Historical setup ot battleships, cruisers & carriers • Fire-power & damage • Two-player and computer-as-opponent scenarios

The Apple Disc Version also features.
• Submarines, destroyers, & convoys • Land-based aircratt • Weather & fog • Fuel restrictions & refueling at sea.

Cat. # A5310, disk ..... **16 oz** **59.95**

COMPUTER CONFLICT

Cat. # A5370, disk ..... **16 oz** **59.95**

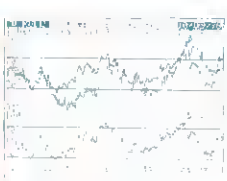
COMPUTER AIR COMBAT

Cat. # A5340, disk ..... **16 oz** **59.95**

COMPUTER QUARTERBACK™ propels you onto the playing field of the Super Bowl. From its multiple offensive and defensive plays and its real-time playing conditions to the animated vido display of the gridiron and the halftime statistics, no strategy football game has ever been more complete in detail or as exciting in realism. Three versions are offered: Semi-Pro, Pro, and Computer-as-Opponent.

SEMI-PRO presents you with a choice ot 18 offenses and 14 defenses. Here, you will begin to learn the intricacies of football; the thrill of the perfectly executed two-minute drill; the agony of the fumble, interception, and penalty. On offense, you will learn to read the defense and call audibles as needed.

After you have mastered the Semi-Pro version, it's time to move on to the Big Time ... the Pro version!



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Apple

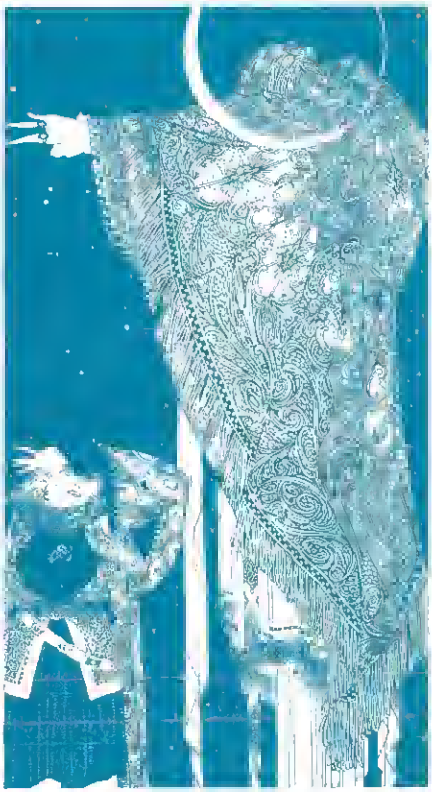
Strategic Simulations continued

THE PRO VERSION not only gives you every offense (36) and defense (24 plus double-teaming capabilities and specia alignments) you could ever want, it also gives you the team you want! With 2.7 million computer dollars, you get to draft a team to your style and specifications. Spend more on your quarterback and receivers and your passing game may very well be unstoppable ... but your running game may suffer for lack of funds.

THE COMPUTER eliminates all the organizational drudgery of conventional board games. It plays scorekeeper, referee, umpire, and linesman. As timekeeper, it makes you play in realtime. Take longer than 30 seconds to hike the ball and five yards will be marched off against you for delay-of-game.

"THE ROBOTS" is the team most ably coached by your friendly computer. It's ready to play any time you are. It even "learns" your tendencies and patterns through time, and it will make the necessary tactical adjustments. It plays so well you must be in top form to stand a chance against it

Cat. # A5380, disk ..... **16 oz** **59.95**



COMPUTER AMBUSH™ takes you into the midst of a half-ruined French town to engage in the vicious man-to-man combat between a squad of the U.S. Army and the Nazi Wehrmacht. Available on disc for Apple II 48K (Applesoft ROM), Computer Ambush features

• Computer-controlled mapboard of a French town • Step by step computer-regulated play • Extensive line-of-sight rules providing for hidden movement • Each soldier individually rated for strength, intelligence, dexterity, & marksmanship. • Realistic weapons characteristics & explosives • Sophisticated movement rules permitting running, walking, crawling, dodging & sneaking • Total simultaneity in the execution of orders • Multiple computer-as-opponent & two-player scenarios.

Cat. # A5320, disk ..... **16 oz** **59.95**

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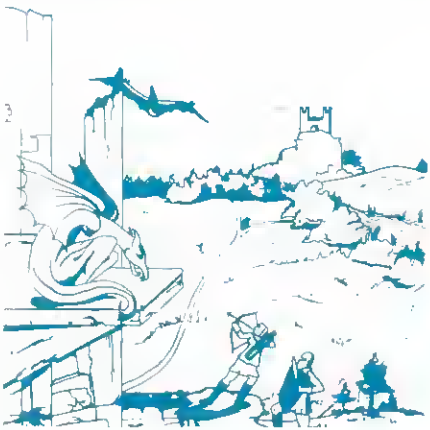
Apple Synergistic Software



Wilderness Campaign

Wilderness Campaign is a game of high adventure in which you undertake a crusade to free the kingdom of Draconia from the Evil Necromancer that is tyrannizing it. As you direct your party across the high resolution graphics map of Draconia, you must overcome obstacles, defeat hostile inhabitants, survive various natural hazards (avalanches, quicksand, etc.) and explore numerous tombs, temples, castles, and ruins in search of gold and magical devices.

When treasure is found, you will go to nearby villages to hire men and purchase weapons, armor, and assorted useful supplies. The supplies and any magical devices that you find will aid you in your ultimate quest: to find the ancient weapons of power required to defeat the Necromancer.

Once you have found the required magical weapon and have gathered and equipped a suitable army, you are ready to attack the fortress of the Necromancer itself. The future of Draconia rests on your shoulders.

Bot Integer and Applesoft versions are included in each package. Program runs on any Apple] [or Apple] [Plus with 48K RAM.

Cat. # A5530, disk ..... **8 oz** **19.95**

Dungeon Campaign

Dungeon campaign is a game of high adventure wherein the player directs an expeditionary force as it ventures into an underground labyrinth. The catacombs are filled with treasures and hazards, poisonous vapors and evil necromancers, stairways and pitfalls, sorcerous devices and an incredible assortment of monstrous inhabitants.

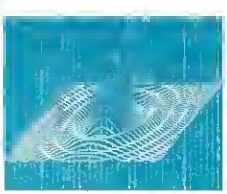
The dungeon's monsters may pursue or wait in ambush. They have a variety of powers, strengths, and modes of attack, and they become increasingly dangerous in battle as lower levels are reached.

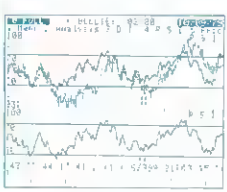
As the secrets of the dungeon are uncovered by your force, a color coded map is generated until you find your way safely out with your treasures.

Requires Apple II with 16K RAM.

Cat. # A5520, disk ..... **8 oz** **19.95**

Wilderness/Dungeon Combo
Cat. # A5540 (A5520 & A5530) disk ..... **8 oz** **34.95**





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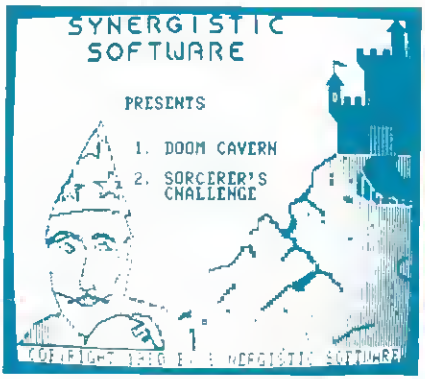
Synergistic Software Continued



Doom Cavern

Your quest in Doom Cavern is to hand select the three members of an expeditionary force and venture deep into the dungeons of Hammardoom in a last- ditch effort to save the captured prince before he is executed. You must recruit a balanced force of men, elves, and dwarves skilled as magicians, clerics, or fighters. Their respective strength, wisdom, intelligence, constitution, dexterity, and charisma (determined by dice rolls) will determine their ability to survive the perils ahead.

As you explore this first high-res level of the dungeon, you'll have to fight the orcs and skeletons and learn the secret of the dreaded Frost Giant. Deal with the truthseeker, the elven princess, and the many other inhabitants of the intricate dungeon as you map it and seek the route to lower levels. With perseverance, some luck, and reasoning, you can win treasures and survive to explore the dungeon.

Doom Cavern is a high-res graphics adventure for one player.

Sorcerer's Challenge

The old wizard of Thessalona has reigned unchallenged for many long years, but now he is facing the greatest threat of his career. A new sorcerer from the east has arrived and proclaimed himself supreme. The initial confrontation between the two totally destroyed a small village but proved both too powerful to be attacked directly. At the request of the king, the two mighty wizards have agreed to a private duel on a deserted island in which each will attempt to trap his opponent by destroying adjacent areas of the island. The first wizard surrounded will forfeit all claims to power in the kingdom.

Superior tactics and strategy in using his spells will determine the supreme sorcerer of the country. You and your opponent will take turns moving about the island, then directing the deadly spells (from the more than 400 in the Book of Spells). A range of difficulty levels allows you to use varying numbers of permanent spells vs. temporary ones which expire during the confrontation. Which sorcerer will return to Thessalona the victor and new high magician of the realm?

Sorcerer's Challenge is a high-res graphics, two person game.

Doom Cavern & Sorcerer's Challenge Combo

Cat. # A5550, disk ..... 16 oz 19.95

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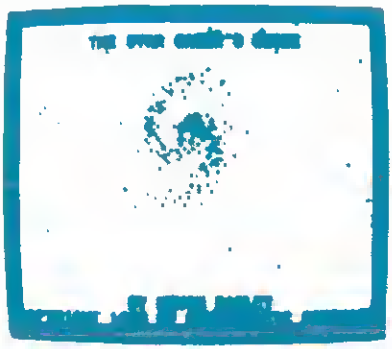


Star Gazer's Guide

The Star Gazer's Guide puts the universe at your fingertips, letting you display at will the entire summer or winter sky of the northern hemisphere, or any section thereof, in great detail. The programs are oriented toward teaching painlessly the locations and names of the major constellations. Features include:

All major constellations are displayed in detail with or without outlines to identify stars and objects composing the star groupings. Both the Latin and English names are provided with the description

Both geometrical and graphical type outlines are provided. The commonly used geometrical outlines identify the key stars of the constellation. The alternative graphical outlines more clearly demonstrate the figure the constellation name suggests.

Major galaxies, nebulae, clusters, double stars, etc. are pinpointed by special symbol for quick identification. Separate programs provide additional information about the nature of these objects

Brightest stars are identified by name and location in each constellation

The touch of a key presents text describing the objects displayed

Objects and constellations are identified by general sky orientation so no special equipment or training is required, but program documentation provides spatial coordinates for those interested

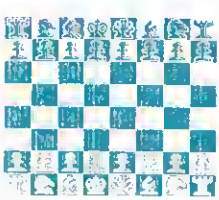
Menu driven, single keystroke commands allow rapid access to any of the 50 general purpose or detailed programs

Informative document provides additional details about the constellations, stars, Messier objects, astronomy terminology and concepts, etc. The document is conveniently separated between the requirements of the casual user and those desiring in-depth information

The entire collection of programs is designed to make it easy to find in the night sky the objects you have studied. Alternatively, when you find something unfamiliar in the sky, the programs will help you identify your sighting by working from general sky orientation to detailed section.

The Star Gazer's Guide is easy to use. It allows you to jump instantly from any program on one subject or area of the sky to any other. **The Star Gazer's Guide** is a joy for amateur astronomers, students, or Apple owners who want to learn more about the heavens. Requires 48K, disk, Applesoft ROM.

Cat. # A5615, disk ..... **... 8 oz . . . 30.00**



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Synergistic Software Continued

Mailing List Database

This new, user oriented mailing list program introduces professional quality and speed to the processing of name and address files. The self prompting features of Mailing List Database aid the user in creating and maintaining address files. Labels or printed lists can be readily produced at any time.

SINGLE KEYSTROKE COMMANDS: Any record can be displayed, edited, deleted or printed with just a few keystrokes. Updates and additions have never been faster or easier. The program uses fast binary rather than the slower text files.

CONVENIENT DATA ENTRY: All required inputs are prompted by the program. Recurring information and default names and numbers can be entered with a single keystroke.

MACHINE LANGUAGE SEARCHES: Any record in a given file can be found in less than one second by specifying part or all of 1 or 2 fields. All files on one or two disks can be searched with a single command.

MACHINE LANGUAGE SORTS: All records can can be sorted by any field or combination of any 2 or 3 fields. Sorting 200 records, comparing 50 characters takes less than a minute. After sorting, files can be saved, printed, or displayed. A separate sort/merge utility is provided for sorting an entire disk of records.

MULTIPLE RECORD FORMATS: Three separate formatting options are available to meet different user requirements. These format options can accommodate 9 digit zip codes, foreign mailing requirements, multiple names, company names, 2 line street addresses, etc.

LARGE CAPACITY: Up to 1700 records on 2 disks can be accessed in seconds. A single print command will print all records on both disks or only those matching 1 or 2 search keys.

FLEXIBLE APPLICATION: The program can be adapted to numerous commercial and personal uses. Current suppliers, customers, clients, patients, members, even Christmas card lists can be kept on individual, updated files at all times.

Mailing List Database is supplied on disk and comes with a program for automatically converting existing text mailing list files. It requires 48K Apple II with Applesoft on ROM (or language card) and at least one disk drive.

Cat. # A5640, disk ..... 16 oz 40.00

Odyssey: The Compleat Apventure

A mythic adventure game utilizing the Apple's colorful high-res graphics.

The Sargalo Sea is a haunted realm of sea serpents, dragons and fabulous beasts. The mysterious islands which break its surface each have uniquely deadly perils. Yet, it is a land which can provide great wealth and power to the warrior strong enough to win it. In your crusade to defeat the dreaded Caliph of Lapour and win the golden sceptor of power, you will cross the great sea, explore the jungles, swamps, and mountains of the islands. As you quest for the weapons and magical devices you will need to enter his fortress, you will search ancient tombs and temples and the dreaded Caverns of Mordril.

Your journey will be on foot or horseback across the high resolution map of an island until you win enough treasure and gather the crew required to buy and man a ship. You can then continue your odyssey throughout the realm. When you have sufficient strength, your attack of the fortress on Lapour can begin.

At every stage of the apventure, you will decide the action to be taken - attack the merchants or trade with them; kill monsters or try to recruit them. Such decisions establish the character of your party as the quest unfolds. Your revealed capacity for good or evil will determine the alliances or conflicts formed with the beings you encounter.

The incredibly detailed graphics and animation effects of Robert Clardy's Odyssey put it in a category by itself in the annals of mythic adventure games. Five separate detailed maps and three programs interlink to bring you an unendingly varied apventure uniquely different each time you play.

Requires 48K Apple][computer with disk. Only available in Integer BASIC.

Cat. # A5510, disk ..... 8 oz 30.00

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Modifiable Database

The latest addition to our line of Apple Business Software

The Modifiable Database is a rapid response, general purpose data management system that can be automatically customized to the user's particular data storage, access, and manipulation requirements. The programs will create, under the user's direction, any number of new special purpose data management programs. One can make his own inventory control, accounts receivable, sales analysis, bibliography, memo programs, etc. The variety of applications is limited only by the user's needs and imagination. Features include:

EASILY CUSTOMIZED: The self prompting set-up program automatically modifies the basic program at the user's direction. The user specifies the number of fields, field lengths, headers, and a new program title. The customized application program is then created and saved to a new disk.

CONVENIENT DATA ENTRY: All required inputs are prompted by the program. Recurring information and default values can be entered with a single keystroke.

FAST RECORD ACCESS: Single keystroke commands allow any of 230* on-line records to be displayed instantly for editing, printing, or deleting. Up to 2000* records on 2 disks can be searched and/or printed with a single command. Data access and manipulation have never been faster or easier.

MACHINE LANGUAGE SEARCHES AND SORTS: Any record can be found in less than one second by specifying all or part of any 1 or 2 fields. A file of 230* records can be sorted in less than 1 minute. Sorted files can be displayed, printed, or saved.

*All record counts assume 100 character record length. Variations are directly proportional to record length.

The Modifiable Database is supplied on disk and required 48K or RAM and Applesoft firmware.

MODIFIER MODULE 1 adds accounting and numeric processing features to the customized application program. Added features include:

(1) Columnar output of selected fields. A "$" will be printed before monetary fields.

(2) Horizontal and vertical totalling.

(3) Numeric operations on data. In addition to the original editing characteristics, field contents may be modified by addition, subtraction, or multiplication by a constant.

(4) Searches for numeric values between a specified minimum and maximum.

User applications include programs for accounting and bookkeeping, numeric processing, real estate and insurance applications, etc.

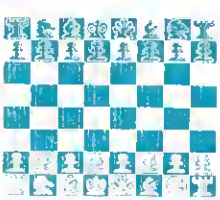
MODIFIER MODULE 2 provides for user specified output formatting. The original printout format is a simple list of field headers followed by field contents for each record. The additional format options provided by Module 2 are:

(1) Columnar output with page numbers and headers at the top of each page. One record is printed on each line of output.

(2) Variable output. The contents of any field can be printed at any horizontal or vertical position on a preprinted form. This format can be used to automatically fill in the blanks of preprinted contracts, tax returns, invoices, purchase orders, etc.

Both Modifier Modules can be used concurrently.

Cat. # A5660, disk, w/modifiers 1 & 2 ..... **8 oz** **79.50**



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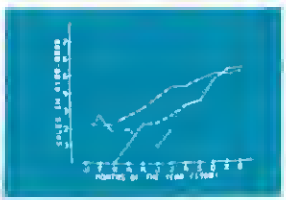
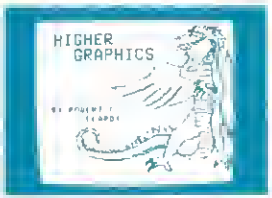
Apple

Synergistic Software Continued





Higher Graphics II

A High Resolution Graphics Utility Package for the Apple II

Higher Graphics II is an unexcelled collection of high resolution graphic utility programs and documentation which enable even the casual programmer to add stunningly detailed and colorful graphical effects to his programs quickly and easily. The versatile capabilities of Apple II's high resolution graphics can now be utilized by anyone without having to master the cumbersome procedures once required.

FOR USE IN:

GAMES: Create your own shapes (or use some of the many provided) for animation effects such as moving cars, tanks, ships, spaceships, etc. Draw detailed maps, gameboards, or playing fields for incorporation into your own game programs

BUSINESS: Produce detailed graphs, bar charts, etc. and label them with the included high resolution character sets as easily as typing.

EDUCATION: Make computer instruction more interesting and colorful by illustrating your lessons.

DESIGN: Lay out house plans, landscapes, and electrical circuits on the Apple's screen. Perform modifications or display alternatives quickly and easily.

COMPUTER ART: Sketch or paint figures, scenes, or abstract graphic designs.

ANY PROGRAM: Add that extra touch of professionalism to your programs by opening them with high resolution logos.

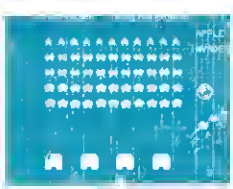
Cat. # A5630, disk ..... **8 oz** **35.00**

Program Line Editor

Stronger than Integer
More powerful than Applesoft
Faster than a speeding cursor
Able to leap the longest statements in a single move.

The Program Line Editor by Neil Konzen is the most sophisticated program development tool yet for the Apple II computer. Program Line Editor includes full feature line editors for both Integer and Applesoft programs that render all other techniques obsolete. Program development and modification can now be completed in a tenth the time previously required. The package includes a set to versatile user definable escape functions. The Program Line Editor is available on disk and is compatible with any Apple II or Apple II Plus system with disk drive.

Cat. # A5650, disk ..... **16 oz** **40.00**



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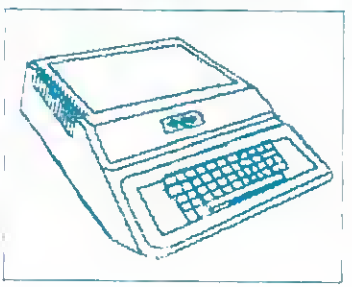
Apple - Sirius Software Hi-Res Graphics Animation!!

Cat. # A4810 STAR CRUISER, disk ..... 8 oz 24.95
HI-Res Sensational Invader Game.

Cat. # A4820 BOTH BARRELS, disk ..... 8 oz 24.95
Hi-Res Shootout!

E-Z Draw

Simply the most versatile graphics editor available for the Apple II.



Create your own pictures, graphs, schematics, or edit existing pictures. Complete labeling with four fonts, two sizes, in any of the 6 colors. Even if you own a graphics tablet you'll need this program to label and edit your tablet creations.

VIDEO MARQUEE: The ultimate slide show! This show displays your slides (as many as 12 in two seconds) with a colorful message around the screen.

SLIDE MAKER: Shrink your pictures to half, quarter, or as small as you like. This shrink routine works on any picture on the Hi-Res screen.

Cat. # A4831 E-Z DRAW 3.3, disk . 8 oz 49.95

Four Hi-Res Games by Nasir

The finest graphics games ever made!!

Cat. # A4840 CYBER STRIKE, disk ..... 8 oz 39.95
Cat. # A4850 PHANTOMS FIVE, disk ..... 8 oz 29.95
Cat. # A4851 SPACE EGGS, disk ..... 8 oz 29.95
Cat. # A4852 PULSAR II, disk ..... 8 oz 29.95

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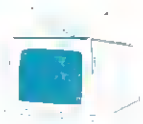
Apple/Atari
Breakthroughs



"Precise, humanized, well documented an excellent value" are the applauds being given these sophisticated programs designed to meet the stringent needs of individuals and business professionals.

NEW
3-D Supergraphics
& 3-D Game Development System In Color
by Paul Lutus

Watch colorful butterflys, birds, fly across yur Apple or Atari screen with true 3 dimensional perspective Have rocket ships fly out at you in this incredible high speed graphics package. 3-D SUPERGRAPHICS™ is a 6502 machine language program that will intertace to your BASIC or machine language programs or games using simple "DOS-like" commands.

Feature include:
- Simple image entry through editor
- Objects up to 256 points per side
- Uses all hi-res colors
- Allows mixed colored text & graphics for prompts and captions
- Translates on 3 axes
- Individual axis scales
- 21 different commands
- Rotate object by 1.4° to 360° increments at machine speeds

For 48K Apple II or Plus with Disk II $39.95 for disk
For ATARI 800 with 40K memory (disk optional) $39.95 for tape

Cat. # A6030, disk ..... **8 oz** **39.95**

Apple World
The Program made famous on National TV!
by Paul Lutus

APPLE WORLD turns your Apple into a sophisticated graphics system capable of creating animated three-dimensional color images, projecting them in true perspective on the screen, rotate them, move them closer, further away, and many other exciting and imaginative things.

Draws objects with 65,000 points per side

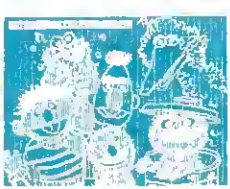
A powerful screen-oriented text editor is included to facilitate image formation. This program was recently featured on Tom Snyder's Prime Time Saturday TV Show and is now available for sale

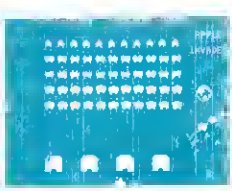
APPLE WORLD'S powerful editor is so easy to use that children will love it. You can now "sketch" your dream house, boat, car, or fantasy empire. Then view it as it would be seen from 10,000 feet, or you can ZOOM in until the screen is filled with a doorknob. You could then go inside and move from toom to room examining furniture placement as your screen rotates within the room. Images or specific parts of images can easily be saved to disk or printer.

Does all this sound like science fiction? You won't think so after you have visited **Apple World.**

Introductory Price $59.95 36 page manual included
For 48K Apple II or Plus with Disk

Cat. # A6010, disk ..... **8 oz** **59.95**





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Paint Your Apple

And don't spare any of the 21 vibrant colors provided with Datasott's MICRO-PAINTER™ computer program by Bob Bishop.

MICRO-PAINTER™ is a modestly pricad software package that bridges the gap between Apple hardware and the arus all.

Apple II* users can how heighten their crealive and artistic IQs as they electronically paint extra-ordinary pictures.

And since the MICRO-PAINTER™ uses state-ot-the-art technology in its programming and implementation, anyone will tind the program easy to use and the results — magnificent.

Children can ease their Iransition into a computerized society by familiarizing themselves with computer operations while they create beautiful pictures.

Hobbyists can entertain friends wilh colorful designs and unusual color combinations.

Businessmen can enhance demonstrations, presentations or illustrations where the emphasis is on color

The MICRO-PAINTER™ even magnifies images for dot-by-dot coloring, inverts colors for various color combinations and saves or displays pictures aulomatically. Retills are available.

*Apple II is a registered trademark of Apple Computer Inc

Cat. # APMP ..... **8 oz** **34.95**

Introducing LISP. The language that can think for itselt.

With **SmartWare**, your micro-computer possesses intelligence. Solves problems like never before. Actually can learn trom its mistakes. And educates itself in much the same way your brain operates. It's a new concept in the way information is handled in microcomputers.

We appropriately called our version of LISP, SmartWare. Because it's as limitless as the human imagination, mind, memory.

An advanced, high-level language, LISP was first developed for use in artificial intelligence on large computers. And now, LISP is available trom Datasott tor use on the Apple II.

Store multiple programs in memory. It can take if. Program other languages into LISP. It's no problem. Because LISP offers greater capacity and power. And, it's a faster, more streamlined language. For example, just 2 lines in LISP could equal hours of BASIC programming

The facls: Relational data base capabilities. User and program definability. Pattern-directed invocation language. Uses syntax and data structures upon which esoteric applications may be implemented. Remembers data along with "relationships affecting it." Offers REAL power to micros. 48K diskette $125.00. At MIT, fhey say LISP is lhe language of lhe future. At Datasofl, we say, why wait. Ask your local computer dealer for SmartWare. Right now! And turn your computer on to thinking.

With SmartWare, your microcomputer possesses inteligence. Solves problems like never before. Actually can learn from its mistakes. And educates itself in much the same way your brain operates. It's a new concept In the way information is handled in microcomputers.

Cat. # APLISP ..... **1 lb** **125.00**

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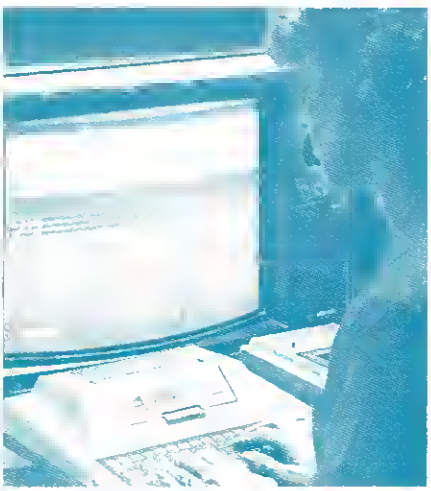
Atari Computer Systems

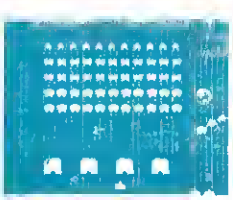
Computer Systems That Grow With You



Cat. #	Description	Weight	List	Simutek Price
Atari 400	Computer with 16K RAM	15 lbs	630.00	399.00
Atari 800	Computer with 16K RAM	19 lbs	1,080.00	949.95

Both ATARI 800 and 400 have full 57 keys plus four function keys, upper and lower case, inverse video, full screen editing, 29 keystroke graphics! 800 has full keystroke keyboard, 400 has mono keyboard. The 800 may be expanded to 48K, the 400 may be expanded to 48K. Both computers come with 8K extended BASIC in ROM and also come with an RF MODULATOR for connecting to any TV. Display is 320 x 192 resolution of 24 lines of 40 characters each in 16 COLORS, each with 6 intensities! Four separate sound synthesizers for musical tones or game sounds. Internal speaker in addition to sound from the TV!

ATARI 800 now available with FREE 16K! "Call." (Limited time offer)



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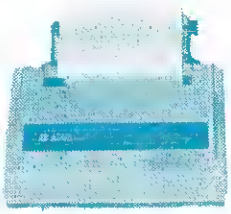
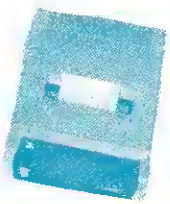
Atari Peripherals

Cat. #	Peripherals	Weight	List	Simutek Price
Atari 410	Audio/Digital Recorder (410 provides synchronized audio and data tracks for use with Atari Talk & Teach courseware and other software. Up to 100K of DATA may be stored on one 60 minute cassette. Atari software and courseware on cassette require the 410 recorder and are not compatible with regular cassette recorders.)	10 lbs	90.00	79.95
Atari 810	Disk Drive (810 will store up to 88K of high speed data. Up to 4 drives allowed)	15 lbs	599.95	499.00

810 Disk Drive

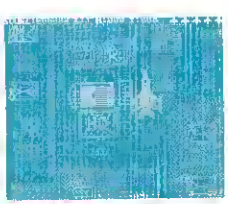


825 80 Column Printer



820 Printer

Atari 815	Dual Disk Drive (Dbl Density) (815 will store 640K of data. Up to 2 815 drives allowed)	25 lbs	1,499.95	1,295.00
Atari 820	Printer (40 column impact) (820 is an impact printer that prints at 2400 characters a minute in upper and lower case!)	15 lbs	449.95	399.95
Atari 822	Thermal Printer (40 col.) (822 is a thermal printer and prints at 37 cps in upper/lower case.)	15 lbs	449.95	399.95
Atari 825	Printer (80 column impact) (825 is the same as the Centronics 737 and RS LP IV. Uses fan fold, single sheet or roll paper, selection of three different style characters! Word processing quality!)	15 lbs	999.95	799.95
Atari 830	Acoustic Modem	5 lbs	199.95	179.95
Atari 850	Interface Module (850 is a system expansion module that allows connection of 3 RS-232 peripherals and one parallel port for printers)	5 lbs	219.95	195.00



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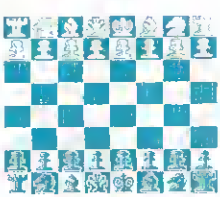

Cat. #	Accessories	Weight	List	Simutek Price
CX852	8K RAM Memory Module (800 only)	1 lbs	124.95	105.00
CX853	16K RAM Memory Module (800 only)	1 lbs	199.95	175.00
CX70	Atari Light Pen	1 lbs	74.95	64.95
CX30-4	Paddle Controller Pair	1 lbs	19.95	19.95
CX40-4	Joystick Controller Pair	1 lbs	19.95	19.95
	(The Paddles or joysticks are necessary for some games)			

Atari Software

Cat. #	Business Software	Weight	List	Simutek Price
CX402	Accounts Receivable System	1 lbs	available	call
CX401	General Accounting System	1 lbs	soon	call
CX403	Inventory Control System	1 lbs	available	call
CX404	WORD PROCESSING SYSTEM	1 lbs	soon	call
Cat. #	**Personal Finance and Record Keeping**			
CX8106	Bond Analysis (disk)	1 lbs	25.00	23.95
CX4115	Mortgage and Loan Analysis (cass)	1 lbs	14.95	13.95
CX8107	Stock Analysis (disk)	1 lbs	25.00	23.95
CX8108	Stock Charting (disk)	1 lbs	25.00	23.95
CX4104	Mailing List (cass)	1 lbs	20.00	18.95
Cat. #	**Personal Interest and Development**			
CX4101	Invitation to Programming 1 (cass)	1 lbs	19.95	18.95
CX4106	Invitation to Programming 2 (cass)	1 lbs	24.95	23.95
CX4107	Invitation to Programming 3 (cass)	1 lbs	24.95	23.95
CX8103	Astrology	1 lbs	available soon	call
CX84107	Biorhythm	1 lbs	14.95	13.95
CX4119	Conversational FRENCH (5 tapes)	1 lbs	59.95	49.95
CX4118	Conversational GERMAN (5 tapes)	1 lbs	59.95	49.95
CX4120	Conversational SPANISH (5 tapes)	1 lbs	59.95	49.95
CX4125	Conversational ITALIAN (5 tapes)	1 lbs	59.95	49.95
CXL4007	MUSIC COMPOSER (Cartridge)	1 lbs	59.95	49.95
CX4116	Personal Fitness (2 tapes)	1 lbs	24.95	22.95
CX4110	Touch Typing Course (2 tapes)	1 lbs	24.95	22.95
Cat. #	**Professional Applications**			
CX8102	Calculator (disk)	1 lbs	29.95	27.95
CX4109	Graph It (2 tapes)	1 lbs	19.95	18.95
CX4103	Statistics I (tape)	1 lbs	19.95	18.95

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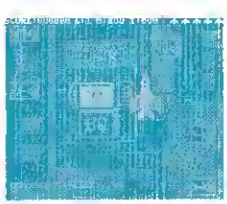
Educational Programs

All TALK & TEACH programs require the CSL4001 MASTER CARTRIDGE

Cat. #	Education		List	Simutek Price
CXL4001	Education System Master Cartridge	8 oz	24.95	23.95
CX6001	U.S. History (4 tapes)	8 oz	30.00	27.95
CX6002	U.S. Government (4 tapes)	8 oz	30.00	27.95
CX6003	Supervisory Skill (4 tapes)	8 oz	30.00	27.95
CX6004	World History (4 tapes)	8 oz	30.00	27.95
CX6005	Basic Sociology (4 tapes)	8 oz	30.00	27.95
CX6006	Counseling Procedures (4 tapes)	8 oz	30.00	27.95
CX6007	Principles of Accounting (4 tapes)	8 oz	30.00	27.95
CX6008	Physics (4 tapes)	8 oz	30.00	27.95
CX6009	Great Classics (4 tapes)	8 oz	30.00	27.95
CX6010	Business Communications (4 tapes)	8 oz	30.00	27.95
CX6011	Basic Psychology (4 tapes)	8 oz	30.00	27.95
CX6012	Effective Writing (4 tapes)	8 oz	30.00	27.95
CX6014	Principles of Economics (4 tapes)	8 oz	30.00	27.95
CX6015	Spelling (4 tapes)	8 oz	30.00	27.95
CX6016	Basic Electricity (4 tapes)	8 oz	30.00	27.95
CX6017	Basic Algebra (4 tapes)	8 oz	30.00	27.95
Cat. #	**Educational Programs (in basic)** (These programs do not require the EDUCATION MASTER)			
CX4121	Energy Czar (tape)	8 oz	15.00	13.95
CX4108	Hangman (tape) Joystick optional	8 oz	15.00	13.95
CX4102	Kingdom (tape)	8 oz	15.00	13.95
CX4112	States and Capitals (tape)	8 oz	15.00	13.95
CX4114	European Capitals (tape)	8 oz	15.00	13.95
CX4123	Scram (Nuclear Reactor Game Tape)	8 oz	20.00	18.95
Cat. #	**Information and Telecommunication**			
CXL4015	Telelink I	8 oz	25.00	23.95
Cat. #	**Games and Entertainment**			
CXL4013	Asteroids (Joysticks)	8 oz	available soon	call
CXL4004	Basketball (Joysticks)	8 oz	40.00	36.95
CX4105	Blackjack (Tape)	8 oz	15.00	13.95
CXL4009	Computer Chess (Joysticks)	8 oz	40.00	36.95
CXL4012	Missile Command (Joysticks)	8 oz	available soon	call
CX4111	Space Invaders (Joysticks)	8 oz	20.00	18.95
CXL4011	Star Raiders (Joysticks)	8 oz	60.00	54.95
CXL4006	Super Breakout (Paddles)	8 oz	40.00	36.95
CXL4010	3-D Tic Tac Toe (Joysticks)	8 oz	40.00	36.95
CXL4005	Video Easel (Joysticks)	8 oz	40.00	36.95
Cat. #	**Programming Languages**			
CXL4003	Assembler/Editor Cartridge	8 oz	60.00	54.95
CX405	Pilot	8 oz	available soon	call



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PERIPHERALS
FOR ATARI 400 & 800

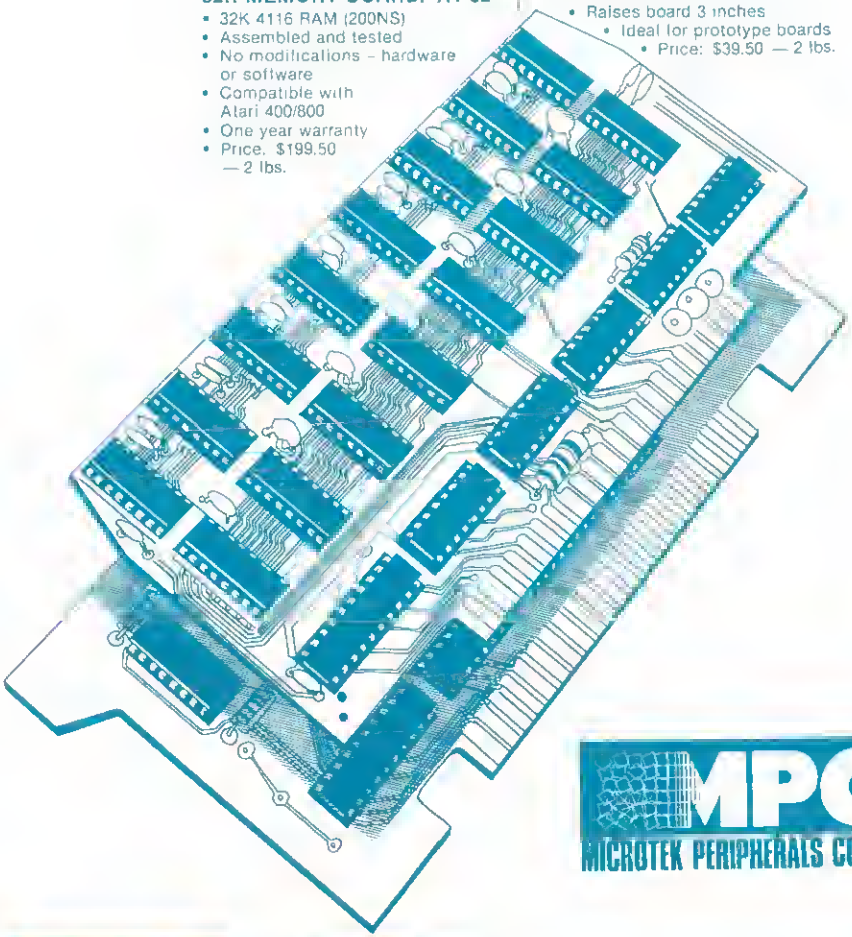
16K MEMORY BOARD: AT-16
- 16K 4116 RAM (200NS)
- Assembled and tested
- No modifications – hardware or software
- Compatible with Atari 800
- One year warranty
- Price: $119.50 — 2 lbs.

32K MEMORY BOARD: AT-32
- 32K 4116 RAM (200NS)
- Assembled and tested
- No modifications – hardware or software
- Compatible with Atari 400/800
- One year warranty
- Price: $199.50 — 2 lbs.

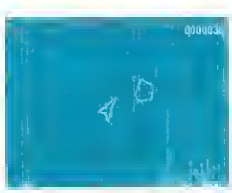
PARALLEL PRINTER CABLE: ATC-1
- Pre-tested
- 3' length
- Centronics compatible
- DB15 to Amphenol 57-30360
- Price: $39.50 — 2 lbs.

SERIAL (RS-232) PRINTER CABLE: ATC-2
- Pre-tested
- 3' length
- DB15 to DB25 connectors
- Price: $39.50 — 2 lbs.

EXTENDER BOARD: ATB-1
- Raises board 3 inches
- Ideal for prototype boards
- Price: $39.50 — 2 lbs.



MPC
MICROTEK PERIPHERALS CORP.



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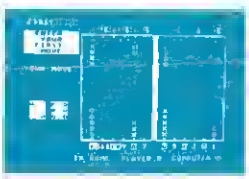
Software for the Atari 800* and the Atari 400*

Tari Trek™

By Fabio Ehrengruber

Get ready for an exciting trek through space. Your mission is to rid the galaxy of Kingon warships, and to accomplish this you must use strategy to guide the starship Enterprise around stars, through space storms, and amidst enemy fire. Sound and color enliven this action-packed version of the traditional trek game. Nine levels of play allow the player to make the mission as easy or as challenging as he wishes. At the highest level you are also playing against time. Damage to your ship can be repaired in space at a cost of time and resources if you can't make it back to base. TARI TREK gives you a lot of trek at a low price. This program is written entirely in BASIC and requires at least 24K of user memory. For the Atari 800 only.

Cat. # ATREK-C (cassette) ..... **8 oz** **11.95**
Cat. # ATREK-D (diskette) ..... **8 oz** **14.95**

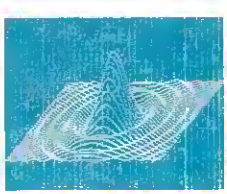


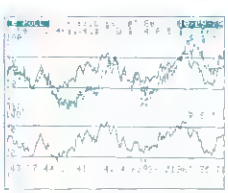
Fastgammon™

By Bob Christiansen

Play backgammon gainst a talented computer opponent. This is the latest and best version of the most popular backgammon-playing program tor personal computers - FASTGAMMON. Roll your own dice or let the computer roll them for you. Adjust the display speed to be fast or slow. It you wish you can play a game using the same dice rolls as the previous game - a greal aid in improving your skills at backgammon. Beginners find it easy to learn backgammon by playing against the computer, and even very good players find it a challenge to beat FASTGAMMON. The 12-page instruction booklet includes the rules of the game. Written in machine language. Requires only 8K of RAM and runs on both the Atari 400 and the Atari 800.

Cat. # ATGAM-C (cassette only) **8 oz** **19.95**





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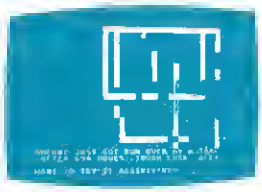

Tank Trap

By Don Ursem

A rampaging tank tries to run you down. You are a combat engineer, building concrete barriers in an effort to contain the tank. Use either the keyboard or an Atari joystick to move your man and build walls. If you trap the tank you will be awarded a rank based on the amount of time and concrete you used up. But they'll be playing taps for you if you get run over. There are four levels of play. Higher levels of play introduce slow curing concrete, citizens to protect, and the ability of the tank to shoot through any wall unless you stay close by. Music, color, and sound effects add to the excitement. Written in BASIC with machine language subroutines. Requires at least 16K of user memory. Runs on the Atari 800 and on an Atari 400 with 16K RAM.

Cat. # ATRAP-C (cassette) **11.95**
Cat. # ATRAP-D (diskette) **14.95**

QS FORTH By James Albanese. Step into the world of the remarkable FORTH programming language. Writing programs in FORTH is much easier than writing them in assembly language, yet FORTH programs run almost as fast as machine code and many times faster than BASIC programs. QS FORTH is based on fig-FORTH, the popular model from the FORTH Interest Group that has become a standard for microcomputers. QS FORTH is a disk-based system that can be used with up to four disk drives. There are five modules included:

1. The FORTH KERNEL (The standard fig-FORTH model customized to run on the Atari computer).
2. An EXTENSION to the basic vocabulary that contains some handy additional words
3. An EDITOR that allows editing source programs (screens) using Atari type editing.
4. An IOCB module that makes I/O operations easy to set up.
5. An ASSEMBLER that allows defining FORTH words as a series of 6502 assembly language instructions.

Modules 2-5 may not have to be loaded with the user's application program, allowing for some efficiencies in program overhead. Full error statements (not just numerical codes) are printed out, including most disk error statements. QS FORTH requires at least 24K of RAM and at least one disk drive.

Cat. # AT4th (diskette only) **79.95**

ASSEMBLER by Gary Shannon. Write your own 6502 machine language programs with this inexpensive in-RAM editor/assembler. Use the editor to create and edit your assembler source code. Then use the assembler to translate the source code into machine language instructions and store the code in memory. Simple commands allow you to save and load the source code to and from cassette tape. You can also save any part of memory on tape and load it back into RAM at the same or at a different location. The assembler handles all 6502 mnemonics plus 12 pseudo-ops that include video and printer control. Commenting is allowed and error checking is performed. A very useful feature allows you to view and modify hexadecimal code anywhere in memory. Instructions on how to interface machine language subroutines to your BASIC programs are included. ASSEMBLER requires 16K of user memory and runs on both the Atari 800 and the Atari 400.

Cat. # ATASM (cassette only) **24.95**

6502 DISASSEMBLER by Bob Pierce. This neat 8K BASIC program allows you to disassemble machine code, translating it and listing it in assembly language format on the video and on the printer if you have one. 6502 DISASSEMBLER can be used to disassemble the operating system ROM, the BASIC cartridge, and machine language programs located anywhere in RAM except where the DISASSEMBLER itself resides. (Most Atari cartridges are protected and cannot be disassembled using this disassembler.) Also works as an ASCII interpreter, translating machine code into ASCII characters. 6502 DISASSEMBLER requires only 8K of user memory and runs on both the Atari 800 and the Atari 400.

Cat. # ATDIS-C (cassette) **11.95**
Cat. # ATDIS-D (diskette) **14.95**

All programs on this page are 8 oz.

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Atari Software

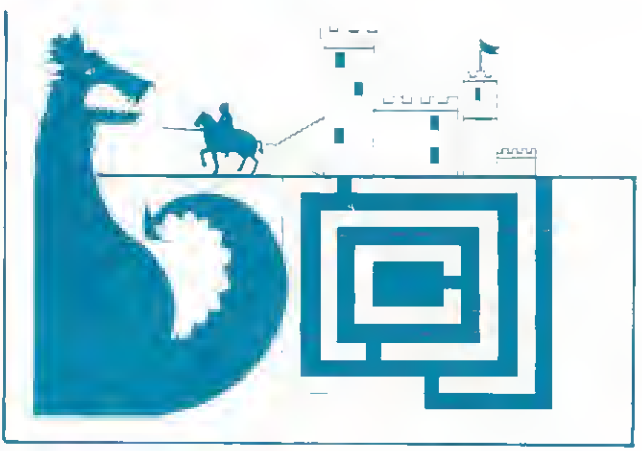
from Adventure International

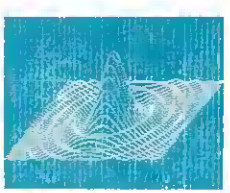
Cat. # AT8500 **Angle Worms/Crolon Diversion 8K Basic** ..... **8 oz** **9.95**
Angle Worms is a game for two players. Requires 2 Joysticks. If NONE is entered for number of players, one player may play. Each player attempts to prevent his "WORM" from hitting an obstacle or each other! Each worm may fire a projectile from its head to shorten itself!! Watch out for walls! For ATARI 400/800. Requires 8K BASIC.

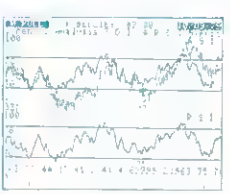
Cat. # AT8505 **Deflection — Atari 400/800 8K (Tape to Disk)** ..... **8 oz** **9.95**
Deflection is a fast moving arcade game with simple rules and many skill levels that will keep your kids busy for hours and hours. Early reports indicate this game has addictive qualities! SPECIAL BONUS PROGRAM: SIMON SAYS: Super memory game!

Cat. # AT8510 **Mountain Shoot: 16K Atari 800/400 (2 player game)** **9.95**
Pick your powder and pick your angle as you plug away over the mountain. Great sound and SUPERB GRAPHICS! Even plays the William Tell overture when loading! Tape to Disk.

Cat. # AT8515 **Sunday Golf: Atari 16K 400/800 Basic** ..... **8 oz** **9.95**
Neither rain nor snow nor threat of hail will keep the Sunday golfer away! Grab your clubs and head for course!







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Avalon Hill Game Company

Cat. #	Description	Medium	Price
AT180705	Conflict 2500 Super Space War Game! Year 2500. Weight 8 oz.	Cass	15.00

On Line Systems

AT543002	Hi-Res Graphics Adventure #2 Wizard and the Princess. See description under Apple. Weight 8 oz.	Disk	32.95

Personal Software

AT583012	Visicalc! (available now!)	Disk	199.95
AT583301	Checker King	Cass	19.95
AT583305	Microchess	Cass	19.95

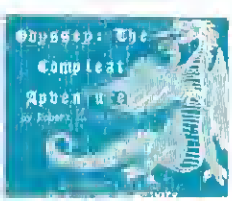
Weight 8 oz. See descriptions under Apple/TRS-80 Software

United Software of America

AT943002	3-D Supergraphics	Weight 8 oz.	Disk	39.95
AT943001	3-D Supergraphics	Weight 8 oz.	Cass	39.95

Versa Computing

AT983001	Mind Bogglers 1 (8 oz)	Disk	19.95
AT983901	Versa Writer Graphics Tablet (3 lbs)	Accs	299.00
AT983301	Mind Bogglers 2 (8 oz)	Cass	15.95



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More Atari Software

STAR TREK 3.5: This improved Star Trek version includes action sound effects, long and short range sensors, improved Klingon battle maneuvers. Standard features include: 3 dimensional galaxy of 192 quadrants, stars, black holes etc! Animated!

Cat. # ATst3.5 32k tape to disk ..... **8 oz** **14.95**

Atari Adventures!! From Scott Adams

See Descriptions Under TRS-80 Adventure Listings.

Cat. #	Description	Medium	Price
AT63301	Adventure #1 Adventureland	Cass	14.95
AT63302	Adventure #2 Pirates Advent.	Cass	14.95
AT63303	Adventure #3 Mission Impossible	Cass	14.95
AT63304	Adventure #4 Voodoo Castle	Cass	14.95
AT63305	Adventure #5 The Count	Cass	14.95
AT63306	Adventure #6 Strange Oddysey	Cass	14.95
AT63307	Adventure #7 Mystery Fun House	Cass	14.95
AT63308	Adventure #8 Pyramid of Doom	Cass	14.95
AT63309	Adventure #9 Ghost Town	Cass	14.95
AT63310	Adventure #10 Savage Island #1	Cass	14.95
AT63311	Adventure #11 Savage Island #2	Cass	14.95

Weight on all Adventures is 8 oz.

See page 33 for descriptions

Atari Software from Artsci

Cat. #	Description	Medium	Price
AT103301	Poker Solitaire	Cass	14.95
AT103302	Gomoko	Cass	19.95
AT103303	Reversi	Cass	19.95
AT103304	Cypher Bowl	Cass	29.95

Weight is 8 oz each. See descriptions under Apple listings of Artsci

Automated Simulations

Cat. #	Description	Medium	Price
AT140704	Rescue at Rigel	Cass	29.95
AT141703	Star Warrior	Cass	39.95
AT143303	Invasion Orion	Cass	24.95
AT143305	Datestones of Ryn	Cass	19.95

Weight 8 oz each. See descriptions under TRS-80 listings.

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Now comes with auto answer/auto dial for Mod I and Mod III!!!! Does not require RS-232!!!

VISA or Master Card Welcome

*Add $2.50 for shipping and handling. Includes all cables, "EMTERM" terminal program, instruction manual FCC Registration Number A909KE-69488-DM-N

"TRS-80 is a trademark of the Radio Shack Division of Tandy Corporation"

Novation Cat Modems

Auto Answer Direct Connect Modem

Cat. # Auto Cat ..... 5 lbs 250.00
Requires RS-232

Direct Connect Modem

Cat. # D-Cat ..... 5 lbs 199.00

Cat Accoustic Modem

Cat. # CATREG ..... 5 lbs 167.50

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Because it can dial the phone and answer it too, transcribe transmissions, decode busses, run printers, receive/send radio transmissions, answer/originate, and direct-connect to the phone system. Take a look at all the software support. That's why it's a modem and much more.

MODEMS....

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For Model I or III, decodes the TRS-80 buss and creates RS232 port. Eliminates need for expansion box and/or RS232 board. Provides serial printer output. Requires software written for Port 208. Requires adapter cable for Model III—**$249.00** — 5 lbs

RS232CONNECTION
Works with virtually any computer or terminal having RS232 serial I/O port. Replaces obsolete acoustic coupled modems. Compatible with all TRS-80 terminal software. Requires RS232 cable—**$199.50** — 5 lbs.

COLORCONNECTION
Converts RS Color Computer into a timeshare terminal. Provides serial printer output. Does not require additional memory or extended basic —**$199.50** — 5 lbs

AUTOCONNECTION
This option permits modems (except color) to answer the telephone and/or dial numbers automatically. Supplied with dialer demonstration program—**$79.95 option** — 5 lbs.

EUROPEANCONNECTION
This option modifies above units for European Standards—**$20.00 option** N/A

MODEL III ADAPTER
Cable converts Model III 50 pin buss to 40 pins used by Model I peripherals —**$39.95** — 1 lbs.

RS232 CABLE
Four foot ribbon cable terminated with 25 pin male DB25 connectors—**$24.95** — 1 lbs.

...AND MUCH MORE:

AUTOMATED SMART TERMINAL PROGRAMS WRITTEN BY DICK BALCOM

All smart terminal programs feature manual or automatic upload/download, two user defined messages plus auto "who are you" interrogation, autoprompt message entry, translate EOTASM and Orchestra 80 files formatting at line length, speed selection, upper lower case drivers, autorepeat key, "beep" function for keystroke entry, buffered print output with page end perforation skipover, compatible with SCRIPSIT and PENCIL, built-in text generator for those who do not have a word processor.

DISK

SMART80D
The LEADING smart terminal program for Model I and at a popular price. Requires one drive and 32-48K Compatible with all major disk operating systems including double density—**$79.95** — 8 oz.

SMART IIID
The FIRST smart terminal program for the Model III. Offers popular features of SMART80D plus several new features associated with the Model III—**$99.95** — 8 oz.

SMART/BAS
A simple basic smart terminal disk program that can be user modified. Adaptable for cassette based Level II systems—**$19.95** — 8 oz.

CASSETTE

SMART80C
For Model I, additional features include ASCII-token-ASCII conversion for transferring basic programs. For Level II, 16-48K systems. Specify if for MICRO-CONNECTION or RS232 version—**$79.95** —8 oz.

SMART80E
The first and only smart terminal program for the Exatron "Stringy Floppy," similar to SMART80C—**$79.95** — 8 oz.

SMART IIIC
The first cassette smart terminal program for the Model III. All the power of SMART80C plus numerous other features. Specify it for MICRO-CONNECTION or RS232 version—**$99.95** — 8 oz.

HOST PROGRAMS

MESSAGE 80 *By Richard Taylor*
Now you can operate your own bulletin board, either public or private, with MESSAGE 80 and the AUTOCONNECTION. Requires TRS-80, 2 disk drives, 48K and RS232-CONNECTION (with the AUTO-CONNECTION option) **$149.95** — 8 oz

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Even if you only have a Level II, 16K keyboard, you can operate your own bulletin board! (Requires TRS-80 keyboard and MICROCONNECTION with AUTOCONNECTION option)—**$49.95** — 8 oz.

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3	2.40	3.40	5.50	4.00	4.75	22.00
4	2.80	3.80	6.50	5.25	5.50	26.00
5	3.20	4.20	6.00	6.25	6.50	32.00
6	3.60	4.60	10.00	7.25	7.50	38.00
7	4.00	5.00	11.00	10.00	11.00	42.00
8	4.20	5.40	12.50	10.75	12.00	49.00
9	4.50	5.80	13.50	11.50	13.00	57.00
10	4.90	6.20	14.75	12.25	14.00	68.00
11	5.20	6.20	16.00	13.75	15.25	73.00
12	5.40	6.40	17.25	15.00	16.75	87.00
13	5.80	6.80	18.75	16.25	18.00	93.00
14	6.00	7.00	19.95	17.75	19.75	110.00
15	6.40	7.40	21.50	18.90	22.00	115.00
16	6.80	7.85	23.00	19.75	22.90	120.00
17	7.20	8.20	23.75	21.00	23.00	125.00
18	7.60	8.65	25.00	21.90	24.30	130.00
19	8.00	9.20	26.50	22.80	25.50	135.00
20	8.40	9.40	27.50	23.70	26.70	140.00
21	8.80	9.80	28.50	24.60	27.90	
22	9.20	10.25	29.50	25.50	29.10	
23	9.60	10.80	30.50	26.40	30.30	
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25	10.40	11.40	32.50	28.20	32.70	

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27	11.20	12.20	34.50	30.00	35.10	
28	11.60	12.60	35.00	31.20	36.30	
29	12.00	13.00	36.50	32.00	37.50	
30	12.40	13.40	37.00	32.90	38.25	
31	12.80	13.80	38.50	34.00	39.00	
32	13.20	14.20	40.00	35.10	40.00	
33	13.60	14.60	41.50	36.20	41.50	
34	14.00	15.00	42.00	37.30	42.75	
35	14.40	15.40	43.50	38.50	44.00	
36	14.80	15.80	44.00	39.50	45.00	
37	15.20	16.20	45.00	40.50	45.90	
38	15.60	16.65	46.00	41.50	46.90	
39	16.00	17.00	47.50	42.50	48.30	
40	16.40	17.40	48.00	43.50	49.70	
41	16.80	17.80	49.50	44.50	51.50	
42	17.20	18.20	51.00	45.75	53.00	
43	17.60	18.60	52.50	44.55	55.00	
44	18.00	19.00	54.00	48.00	57.00	
45	18.40	19.40	56.00	49.55	59.00	
46	18.80	19.80	58.00	51.00	61.00	
47	19.20	20.20	60.00	50.00	63.00	
48	19.60	20.60	61.50	51.50	65.00	
49	20.00	21.00	63.50	54.55	67.00	
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5	3.20	4.20	8.00	6.25	6.50	32.00
6	3.60	4.60	10.00	7.25	7.50	38.00
7	4.00	5.00	11.00	10.00	11.00	42.00
8	4.20	5.40	12.50	10.75	12.00	49.00
9	4.50	5.80	13.50	11.50	13.00	57.00
10	4.90	6.20	14.75	12.25	14.00	68.00
11	5.20	6.20	16.00	13.75	15.25	73.00
12	5.40	6.40	17.25	15.00	16.75	87.00
13	5.80	6.80	18.75	16.25	18.00	93.00
14	6.00	7.00	19.95	17.75	19.75	110.00
15	6.40	7.40	21.50	18.90	22.00	115.00
16	6.80	7.85	23.00	19.75	22.90	120.00
17	7.20	8.20	23.75	21.00	23.00	125.00
18	7.60	8.65	25.00	21.90	24.30	130.00
19	8.00	9.20	26.50	22.80	25.50	135.00
20	8.40	9.40	27.50	23.70	26.70	140.00
21	8.80	9.80	28.50	24.60	27.90	
22	9.20	10.25	29.50	25.50	29.10	
23	9.60	10.60	30.50	26.40	30.30	
24	10.00	11.75	31.50	27.30	31.50	
25	10.40	11.40	32.50	28.20	32.70	

WEIGHT LBS.	— USA ONLY — UPS GROUND	PARCEL POST	UPS AIR	MEXICO/ CANADA GROUND	FOREIGN GROUND	FOREIGN AIR
26	10.80	11.80	33.00	29.10	33.90	
27	11.20	12.20	34.50	30.00	35.10	
28	11.60	12.60	35.00	31.20	36.30	
29	12.00	13.00	36.50	32.00	37.50	
30	12.40	13.40	37.00	32.90	38.25	
31	12.80	13.80	38.50	34.00	39.00	
32	13.20	14.20	40.00	35.10	40.00	
33	13.60	14.60	41.50	36.20	41.50	
34	14.00	15.00	42.00	37.30	42.75	
35	14.40	15.40	43.50	38.50	44.00	
36	14.80	15.80	44.00	39.50	45.00	
37	15.20	16.20	45.00	40.50	45.90	
38	15.60	16.65	46.00	41.50	46.90	
39	16.00	17.00	47.50	42.50	48.30	
40	16.40	17.40	48.00	43.50	49.70	
41	16.80	17.80	49.50	44.50	51.50	
42	17.20	18.20	51.00	45.75	53.00	
43	17.60	18.60	52.50	44.55	55.00	
44	18.00	19.00	54.00	48.00	57.00	
45	18.40	19.40	56.00	49.55	59.00	
46	18.80	19.80	58.00	51.00	61.00	
47	19.20	20.20	60.00	50.00	63.00	
48	19.60	20.60	61.50	51.50	65.00	
49	20.00	21.00	63.50	54.55	67.00	
50	20.40	21.40	68.00	55.00	69.00	

SIMUTEK COMPUTER PRODUCTS INC.

4877 E. SPEEDWAY BLVD.
TUCSON, ARIZONA 85712

(602) 323-9391 (800) 528-1149

Catalog #595

ORDER FORM

TELEPHONE ORDERS ACCEPTED TOLL FREE (800) 528-1149
IMPORTANT INFORMATION ON REVERSE SIDE

NAME _____

BUSINESS NAME _____

ADDRESS _____ APT # _____

CITY _____ STATE _____ ZIP _____

PHONE # ( ) _____ BUSINESS PHONE # _____

TYPE OF SYSTEM _____ MEMORY SIZE _____

DO YOU WANT TO BE ON OUR MAILING LIST? (YES) (NO)

Cat. #595 - 1981

QTY.	CAT#	DESCRIPTION	WEIGHT	PRICE
		TOTALS		

TYPE OF SHIPPING (SEE REVERSE) Be sure to calculate shipping costs from the rates on the back of the order form so not to delay your order.

Total weight (lbs) _____

SHIPPING COST _____

TOTAL COSTS _____

6% Tax (if AZ) _____

Other charges _____

TOTAL REMITTED _____

****** IMPORTANT INFORMATION ON OTHER SIDE ******

ORDERING INSTRUCTIONS

When ordering from SIMUTEK by MAIL be sure to follow these GUIDELINES.

1. Use one of the ORDER FORMS (reverse) to place your order by mail.

2. Be sure to write your name and address clearly DON'T FORGET PHONE NUMBER

3. List the items you want to order, including CATALOG #, A CLEAR DESCRIPTION, the WEIGHT of the item, and the PRICE.

4. After writing in the items you want, ADD UP THE WEIGHT and COSTS and put the subtotals on the bottom. Check the Weight on the SHIPPING and HANDLING schedule for the way you want item shipped, and fill in the amount where it says SHIPPING COST. Add up the COSTS and fill in where it says Total COSTS.

5. If you are outside Arizona there is no TAX. If in Arizona, please add 6% sales tax on the Total COSTS.

6. If the order is COD add $3.00 where it says: Other charges. (C.O.D.'s over $200.00 require a 10% deposit. Use Visa/MC etc.)

7. SHIPPING COSTS + TOTAL COSTS + TAX + OTHER CHARGES = TOTAL BILL.

BE SURE TO ADD SHIPPING COSTS TO AVOID DELAYS IN ORDERING!

OTHER INFORMATION

PAYMENT ACCEPTABLE:

VISA — MASTERCARD — AMERICAN EXPRESS — CHECK MONEY ORDER — BANK TRANSFERS (CALL) — C.O.D. — CERTIFIED CHECK

C.O.D.'s over $200.00 require a 10% deposit. Use your VISA/MC, AMEX. Deposit will be forfeited if customer does not pick up item!

PERSONAL CHECKS TAKE 3-4 WEEKS TO CLEAR. ALLOW 4-5 WEEKS DELIVERY FOR ITEMS ORDERED WITH A PERSONAL CHECK

CREDIT CARDS, MONEY ORDERS, CERTIFIED CHECKS, BANK TRANSFERS and C.O.D. orders are processed and shipped in 3 working days or sooner on items in stock. If there is a delay over 2 weeks you will be notified

TELEPHONE ORDERING INFORMATION:

TELEPHONE ORDERS ARE TAKEN BETWEEN 8:00 A.M. and 6:00 P.M. MOUNTAIN TIME. This is usually 2 or 3 hours behind the EASTERN STATES. i.e., 10 A.M. NEW YORK time is 8 A.M. or 9 A.M. ARIZONA time, depending on daylight savings time etc.

CALL TOLL FREE (800) 528-1149
TECHNICAL QUESTIONS CALL (602) 323-9391

IF YOU HAVE ANY QUESTIONS ABOUT ORDERING, PLEASE CALL TOLL FREE FOR ASSISTANCE. WE WILL DO WHAT WE CAN TO HELP YOU IN ANY WAY.

SHIPPING AND HANDLING

WEIGHT LBS.	— USA ONLY — UPS GROUND	PARCEL POST	UPS AIR	MEXICO/ CANADA GROUND	FOREIGN GROUND	FOREIGN AIR
2 or less	2.00	3.00	4.20	3.50	4.00	19.00
3	2.40	3.40	5.50	4.00	4.75	22.00
4	2.80	3.80	6.50	5.25	5.50	26.00
5	3.20	4.20	8.00	6.25	6.50	32.00
6	3.60	4.60	10.00	7.25	7.50	38.00
7	4.00	5.00	11.00	10.00	11.00	42.00
8	4.20	5.40	12.50	10.75	12.00	48.00
9	4.50	5.80	13.50	11.50	13.00	57.00
10	4.90	6.20	14.75	12.25	14.00	68.00
11	5.20	6.20	16.00	13.75	15.25	73.00
12	5.40	6.40	17.25	15.00	16.75	87.00
13	5.80	6.80	18.75	16.25	18.00	93.00
14	6.00	7.00	19.95	17.75	19.75	110.00
15	6.40	7.40	21.50	18.90	22.00	115.00
16	6.80	7.85	23.00	19.75	22.90	120.00
17	7.20	8.20	23.75	21.00	23.00	125.00
18	7.60	8.65	25.00	21.90	24.30	130.00
19	8.00	9.20	26.50	22.80	25.50	135.00
20	8.40	9.40	27.50	23.70	26.70	140.00
21	8.80	9.80	28.50	24.60	27.90	
22	9.20	10.25	29.50	25.50	29.10	
23	9.60	10.60	30.50	26.40	30.30	
24	10.00	11.75	31.50	27.30	31.50	
25	10.40	11.40	32.50	28.20	32.70	

WEIGHT LBS.	— USA ONLY — UPS GROUND	PARCEL POST	UPS AIR	MEXICO/ CANADA GROUND	FOREIGN GROUND	FOREIGN AIR
26	10.80	11.80	33.00	29.10	33.90	
27	11.20	12.20	34.50	30.00	35.10	
28	11.60	12.60	35.00	31.20	36.30	
29	12.00	13.00	36.50	32.00	37.50	
30	12.40	13.40	37.00	32.90	38.25	
31	12.80	13.80	38.50	34.00	39.00	
32	13.20	14.20	40.00	35.10	40.00	
33	13.60	14.60	41.50	36.20	41.50	
34	14.00	15.00	42.00	37.30	42.75	
35	14.40	15.40	43.50	38.50	44.00	
36	14.80	15.80	44.00	39.50	45.00	
37	15.20	16.20	45.00	40.50	45.90	
38	15.60	16.65	46.00	41.50	46.90	
39	16.00	17.00	47.50	42.50	48.30	
40	16.40	17.40	48.00	43.50	49.70	
41	16.80	17.80	49.50	44.50	51.50	
42	17.20	18.20	51.00	45.75	53.00	
43	17.60	18.60	52.50	44.55	55.00	
44	18.00	19.00	54.00	48.00	57.00	
45	18.40	19.40	56.00	49.55	58.00	
46	18.80	19.80	58.00	51.00	61.00	
47	19.20	20.20	60.00	50.00	63.00	
48	19.60	20.60	61.50	51.50	65.00	
49	20.00	21.00	63.50	54.55	67.00	
50	20.40	21.40	68.00	55.00	69.00	

Hard Disk Storage

For Apple and TRS-80

Model I and PMC-80

Now get big computer power on your micro-computer with Corvus Hard Disk Drive Systems. Corvus disk drives are at home in either business or educational ions. These drives are perfect lor the businessman with growing inventory and account files. In the classroom, the Corvus Systems can be expanded to allow 64 computers to share the same hard disk, saving the school both time and money

Corvus 5 and 9.67 megabyte Hard Disk Drives for the Apple II and TRS-80 come complete with controller electronic and interface card. The Apple drives support 3.2 DOS or the Pascal Language System. The TRS-80 drives support either NEWDOS (by Apparat) or FORTH (by Miller Microcomputer Services.) These drives can utilize the Corvus Mirror which allows the disk drives to be backed-up on videotape. (Recorder must be purchased separately.)

CORV5AP	Apple 5 Megabyte, Hard Disk Drive with controller	3750.00
CORV5TR	TRS-80 5 Megabyte, Hard Disk Drive with controller	3750.00
CORV11AP	Apple 9 67 Megabyte Hard Disk Drive with controller	5350.00
CORV11TR	TRS-80 9.67 Megabyte Hard Disk Drive with controller	5350.00
CORVMIR	Corvus Mirror videotape back-up system (recorder not incl)	790.00

Corvus also offers a full line of Add-on drives to expand your storage even further. These are 9.67 megabyte drives. (User must already have a Corvus drive to use these drives)

CORVAPAD	Apple 9.67 Megabyte Add-on Hard Disk Drive	3690.00
CORVTRAD	TRS-80 9.67 Megabyte Add-on Hard Disk Drive	3690.00

MEGABYTE'S 4 SALE

SIMUTEK COMPUTER PRODUCTS INC.
4877 East Speedway
Tucson, Arizona 85712

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